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118.
1944B
Equal XOR · Tutorial
Quality: 18,165 global accepts · Rating: 1100 · first AC: 2024-03-19 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms
SeptaCube's solution

119.
1904B
Collecting Game · Tutorial
Quality: 27,918 global accepts · Rating: 1100 · first AC: 2023-12-09 · PyPy 3-64 (first AC) · Tags: binary search, dp, greedy, sortings, two pointers
SeptaCube's solution

120.
1902B
Getting Points · Tutorial
Quality: 16,450 global accepts · Rating: 1100 · first AC: 2023-12-03 · PyPy 3-64 (first AC) · Tags: binary search, brute force, greedy
SeptaCube's solution

121.
1891B
Deja Vu · Tutorial
Quality: 29,017 global accepts · Rating: 1100 · first AC: 2023-10-30 · PyPy 3-64 (first AC) · Tags: brute force, math, sortings
SeptaCube's solution

122.
1884B
Haunted House · Tutorial
Quality: 14,703 global accepts · Rating: 1100 · first AC: 2023-10-22 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math, two pointers
SeptaCube's solution

123.
1869B
2D Traveling · Tutorial
Quality: 25,721 global accepts · Rating: 1100 · first AC: 2023-09-15 · Python 3 (first AC) · Tags: geometry, math, shortest paths, sortings
SeptaCube's solution

124.
1872C
Non-coprime Split · Tutorial
Quality: 26,383 global accepts · Rating: 1100 · first AC: 2023-09-15 · Python 3 (first AC) · Tags: math, number theory
SeptaCube's solution

125.
1867B
XOR Palindromes · Tutorial
Quality: 18,633 global accepts · Rating: 1100 · first AC: 2023-09-15 · Python 3 (first AC) · Tags: bitmasks, constructive algorithms, strings
SeptaCube's solution

126.
2196A
Game with a Fraction · Tutorial
Quality: 15,822 global accepts · Rating: 1200 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: games, math
SeptaCube's solution

127.
2190A
Sorting Game · Tutorial
Quality: 17,135 global accepts · Rating: 1200 · first AC: 2026-01-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy

SeptaCube's solution

128.
2178C
First or Second · Tutorial
Quality: 15,699 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation
SeptaCube's solution

129.
1826A
Trust Nobody · Tutorial
Quality: 17,281 global accepts · Rating: 1200 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings
SeptaCube's solution

130.
1679B
Stone Age Problem · Tutorial
Quality: 27,431 global accepts · Rating: 1200 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation
SeptaCube's solution

131.
2067B
Two Large Bags · Tutorial
Quality: 18,992 global accepts · Rating: 1200 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, sortings
SeptaCube's solution

132.
2119B
Line Segments · Tutorial
Quality: 18,307 global accepts · Rating: 1200 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math
SeptaCube's solution

133.
2135A
Against the Difference · Tutorial
Quality: 18,345 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp
SeptaCube's solution

134.
1928B
Equalize · Tutorial
Quality: 20,754 global accepts · Rating: 1200 · first AC: 2025-01-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings, two pointers
SeptaCube's solution

135.
2062C
Cirno and Operations · Tutorial
Quality: 18,389 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
SeptaCube's solution

136.
2048C
Kevin and Binary Strings · Tutorial
Quality: 15,144 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings
SeptaCube's solution

137.
2046A
Swap Columns and Find a Path · Tutorial
Quality: 16,809 global accepts · Rating: 1200 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
SeptaCube's solution

138.
2039C1
Shohag Loves XOR (Easy Version) · Tutorial
Quality: 13,520 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory
SeptaCube's solution

139.
2005B2
The Strict Teacher (Hard Version) · Tutorial
Quality: 21,686 global accepts · Rating: 1200 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings
SeptaCube's solution

140.
1935B
Informatics in MAC · Tutorial
Quality: 20,896 global accepts · Rating: 1200 · first AC: 2024-03-05 · PyPy 3-64 (first AC) · Tags: constructive algorithms
SeptaCube's solution

141.
1934B
Yet Another Coin Problem · Tutorial
Quality: 22,014 global accepts · Rating: 1200 · first AC: 2024-03-01 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy, math
SeptaCube's solution

142.
489B
BerSU Ball · Tutorial
Quality: 56,739 global accepts · Rating: 1200 · first AC: 2024-02-25 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers
SeptaCube's solution

143.
1657C
Bracket Sequence Deletion · Tutorial
Quality: 17,683 global accepts · Rating: 1200 · first AC: 2024-02-25 · PyPy 3-64 (first AC) · Tags: greedy, implementation
SeptaCube's solution

144.
828A
Restaurant Tables · Tutorial
Quality: 8,394 global accepts · Rating: 1200 · first AC: 2024-02-25 · PyPy 3-64 (first AC) · Tags: implementation
SeptaCube's solution

145.
1385C
Make It Good · Tutorial
Quality: 28,915 global accepts · Rating: 1200 · first AC: 2024-02-25 · PyPy 3-64 (first AC) · Tags: greedy
SeptaCube's solution

146.
1857C
Assembly via Minimums · Tutorial
Quality: 41,757 global accepts · Rating: 1200 · first AC: 2024-02-25 · PyPy 3-64 (first AC) · Tags: greedy, sortings
SeptaCube's solution

147.
1272B
Snow Walking Robot · Tutorial
Quality: 14,682 global accepts · Rating: 1200 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation
SeptaCube's solution

148.
1582C
Grandma Capa Knits a Scarf · Tutorial

Quality: 23,652 global accepts · Rating: 1200 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers
SeptaCube's solution

149.
903C
Boxes Packing · Tutorial
Quality: 22,637 global accepts · Rating: 1200 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy
SeptaCube's solution

150.
424B
Megacity · Tutorial
Quality: 8,467 global accepts · Rating: 1200 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, sortings
SeptaCube's solution

151.
1872D
Plus Minus Permutation · Tutorial
Quality: 38,829 global accepts · Rating: 1200 · first AC: 2024-02-22 · PyPy 3-64 (first AC) · Tags: math
SeptaCube's solution

152.
1355A
Sequence with Digits · Tutorial
Quality: 28,801 global accepts · Rating: 1200 · first AC: 2024-02-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math
SeptaCube's solution

153.
1104B
Game with string · Tutorial
Quality: 16,846 global accepts · Rating: 1200 · first AC: 2024-02-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math
SeptaCube's solution

154.
1294B
Collecting Packages · Tutorial
Quality: 22,923 global accepts · Rating: 1200 · first AC: 2024-02-22 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings
SeptaCube's solution

155.
1076B
Divisor Subtraction · Tutorial
Quality: 14,589 global accepts · Rating: 1200 · first AC: 2024-02-22 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, number theory
SeptaCube's solution

156.
1720C
Corners · Tutorial
Quality: 18,230 global accepts · Rating: 1200 · first AC: 2024-02-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
SeptaCube's solution

157.
1637C
Andrew and Stones · Tutorial
Quality: 18,744 global accepts · Rating: 1200 · first AC: 2024-02-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
SeptaCube's solution

158.
1553C
Penalty · Tutorial
Quality: 19,803 global accepts · Rating: 1200 · first AC: 2024-02-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy
SeptaCube's solution

159.
1149A
Prefix Sum Primes · Tutorial
Quality: 17,894 global accepts · Rating: 1200 · first AC: 2024-02-21 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math, number theory
SeptaCube's solution

160.
1744D
Divisibility by 2^n · Tutorial
Quality: 24,523 global accepts · Rating: 1200 · first AC: 2024-02-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings
SeptaCube's solution

161.
1903B
StORage room · Tutorial
Quality: 14,835 global accepts · Rating: 1200 · first AC: 2023-11-30 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy
SeptaCube's solution

162.
1881C
Perfect Square · Tutorial
Quality: 19,255 global accepts · Rating: 1200 · first AC: 2023-10-12 · PyPy 3-64 (first AC) · Tags: brute force, implementation
SeptaCube's solution

163.
1886B
Fear of the Dark · Tutorial
Quality: 18,016 global accepts · Rating: 1200 · first AC: 2023-10-09 · Python 3 (first AC) · Tags: binary search, geometry, math
SeptaCube's solution

164.
1877C
Joyboard · Tutorial
Quality: 12,836 global accepts · Rating: 1200 · first AC: 2023-10-08 · Python 3 (first AC) · Tags: math, number theory
SeptaCube's solution

165.
1875B
Jellyfish and Game · Tutorial
Rating: 1200 · first AC: 2023-09-30 · Python 3 (first AC) · Tags: brute force, greedy, implementation
SeptaCube's solution

166.
2206K
Time Display Stickers · Tutorial
Quality: 1,426 global accepts · Rating: 1300 · first AC: 2026-04-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search
SeptaCube's solution

167.
2211C1
Equal Multisets (Easy Version) · Tutorial
Quality: 9,110 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, two pointers
SeptaCube's solution

168.
2201A1
Lost Civilization (Easy Version) · Tutorial
Quality: 11,056 global accepts · Rating: 1300 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures
SeptaCube's solution

169.
2187A
Restricted Sorting · Tutorial

Quality: 15,869 global accepts · Rating: 1300 · first AC: 2026-02-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
SeptaCube's solution

170.
1753A1
Make Nonzero Sum (easy version) · Tutorial
Quality: 16,452 global accepts · Rating: 1300 · first AC: 2026-01-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy
SeptaCube's solution

171.
2170C
Quotient and Remainder · Tutorial
Quality: 11,250 global accepts · Rating: 1300 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers
SeptaCube's solution

172.
1844C
Particles · Tutorial
Quality: 17,861 global accepts · Rating: 1300 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, math
SeptaCube's solution

173.
2165A
Cyclic Merging · Tutorial
Quality: 14,115 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
SeptaCube's solution

174.
2101A
Mex in the Grid · Tutorial
Quality: 13,430 global accepts · Rating: 1300 · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation
SeptaCube's solution

175.
2152B
Catching the Krug · Tutorial
Quality: 12,855 global accepts · Rating: 1300 · first AC: 2025-11-01 · C++20 (GCC 13-64) (first AC) · Tags: games
SeptaCube's solution

176.
2150A
Incremental Path · Tutorial
Quality: 11,699 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, implementation
SeptaCube's solution

177.
1823C
Strongly Composite · Tutorial
Quality: 13,848 global accepts · Rating: 1300 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory
SeptaCube's solution

178.
1178C
Tiles · Tutorial
Quality: 13,227 global accepts · Rating: 1300 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy, math
SeptaCube's solution

179.
1004B
Sonya and Exhibition · Tutorial
Quality: 9,935 global accepts · Rating: 1300 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
SeptaCube's solution

180.
2127B
Hamiiid, Haaamid... Hamid? · Tutorial
Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy
SeptaCube's solution

181.
2129A
Double Perspective · Tutorial
Quality: 16,643 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings
SeptaCube's solution

182.
2124C
Subset Multiplication · Tutorial
Quality: 14,595 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory
SeptaCube's solution

183.
2108B
SUMdamental Decomposition · Tutorial
Quality: 14,544 global accepts · Rating: 1300 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math
SeptaCube's solution

184.
2059B
Cost of the Array · Tutorial
Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math
SeptaCube's solution

185.
2049B
pspspsps · Tutorial
Quality: 18,926 global accepts · Rating: 1300 · first AC: 2025-01-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation
SeptaCube's solution

186.
2031C
Penchick and BBQ Buns · Tutorial
Quality: 15,716 global accepts · Rating: 1300 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory
SeptaCube's solution

187.
2026B
Black Cells · Tutorial
Quality: 16,503 global accepts · Rating: 1300 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy
SeptaCube's solution

188.
2023A
Concatenation of Arrays · Tutorial
Quality: 16,569 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings
SeptaCube's solution

189.
1943A
MEX Game 1 · Tutorial
Quality: 21,480 global accepts · Rating: 1300 · first AC: 2024-03-16 · PyPy 3-64 (first AC) · Tags: games, greedy

SeptaCube's solution

190.
1937B
Binary Path · Tutorial
Quality: 17,331 global accepts · Rating: 1300 · first AC: 2024-02-29 · PyPy 3-64 (first AC) · Tags: dp, greedy, implementation
SeptaCube's solution

191.
1913C
Game with Multiset · Tutorial
Quality: 17,491 global accepts · Rating: 1300 · first AC: 2023-12-18 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, brute force, greedy
SeptaCube's solution

192.
1902C
Insert and Equalize · Tutorial
Quality: 16,976 global accepts · Rating: 1300 · first AC: 2023-12-03 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory
SeptaCube's solution

193.
1900C
Anji's Binary Tree · Tutorial
Quality: 15,044 global accepts · Rating: 1300 · first AC: 2023-11-26 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, trees
SeptaCube's solution

194.
1881D
Divide and Equalize · Tutorial
Quality: 28,432 global accepts · Rating: 1300 · first AC: 2023-10-12 · PyPy 3-64 (first AC) · Tags: math, number theory
SeptaCube's solution

195.
1591C
Minimize Distance · Tutorial
Rating: 1300 · first AC: 2021-12-12 · Python 3 (first AC) · Tags: greedy, math
SeptaCube's solution

196.
1967B1
Reverse Card (Easy Version) · Tutorial
Quality: 16,057 global accepts · Rating: 1400 · first AC: 2026-04-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
SeptaCube's solution

197.
1967A
Permutation Counting · Tutorial
Quality: 14,940 global accepts · Rating: 1400 · first AC: 2026-04-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings
SeptaCube's solution

198.
2190B1
Sub-RBS (Easy Version) · Tutorial
Quality: 10,674 global accepts · Rating: 1400 · first AC: 2026-01-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers
SeptaCube's solution

199.
1830A
Copil Copac Draws Trees · Tutorial
Quality: 20,320 global accepts · Rating: 1400 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, trees
SeptaCube's solution

200.
1844D
Row Major · Tutorial
Quality: 13,838 global accepts · Rating: 1400 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings
SeptaCube's solution

201.
2164C
Dungeon · Tutorial
Quality: 10,709 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings
SeptaCube's solution

202.
2152C
Triple Removal · Tutorial
Quality: 12,223 global accepts · Rating: 1400 · first AC: 2025-11-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math
SeptaCube's solution

203.
1679C
Rooks Defenders · Tutorial
Quality: 11,732 global accepts · Rating: 1400 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation
SeptaCube's solution

204.
1393B
Applejack and Storages · Tutorial
Quality: 17,365 global accepts · Rating: 1400 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
SeptaCube's solution

205.
1415C
Bouncing Ball · Tutorial
Quality: 11,733 global accepts · Rating: 1400 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation
SeptaCube's solution

206.
670D1
Magic Powder - 1 · Tutorial
Quality: 23,991 global accepts · Rating: 1400 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation
SeptaCube's solution

207.
1919C
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Quality: 28,580 global accepts · Rating: 1400 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy
SeptaCube's solution

208.
2127C
Trip Shopping · Tutorial
Quality: 12,388 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings
SeptaCube's solution

209.
2097A
Sports Betting · Tutorial
Quality: 8,585 global accepts · Rating: 1400 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, math, sortings
SeptaCube's solution

210.
2066A
Object Identification · Tutorial
Quality: 7,173 global accepts · Rating: 1400 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, implementation, interactive
SeptaCube's solution

211.
2055C
The Trail · Tutorial
Quality: 17,245 global accepts · Rating: 1400 · first AC: 2025-01-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers
SeptaCube's solution

212.
2034C
Trapped in the Witch's Labyrinth · Tutorial
Quality: 9,140 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation
SeptaCube's solution

213.
2032C
Trinity · Tutorial
Quality: 16,173 global accepts · Rating: 1400 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings, two pointers
SeptaCube's solution

214.
2035C
Alya and Permutation · Tutorial
Quality: 11,530 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math
SeptaCube's solution

215.
1970C1
Game on Tree (Easy) · Tutorial
Quality: 5,038 global accepts · Rating: 1400 · first AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: games
SeptaCube's solution

216.
1965A
Everything Nim · Tutorial
Quality: 16,707 global accepts · Rating: 1400 · first AC: 2024-04-27 · PyPy 3-64 (first AC) · Tags: games, greedy, math, sortings
SeptaCube's solution

217.
1929C
Sasha and the Casino · Tutorial
Quality: 17,285 global accepts · Rating: 1400 · first AC: 2024-02-15 · PyPy 3-64 (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math
SeptaCube's solution

218.
1918C
XOR-distance · Tutorial
Quality: 16,663 global accepts · Rating: 1400 · first AC: 2024-01-30 · PyPy 3-64 (first AC) · Tags: bitmasks, greedy, implementation, math
SeptaCube's solution

219.
1903C
Theofanis' Nightmare · Tutorial
Quality: 14,480 global accepts · Rating: 1400 · first AC: 2023-11-30 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy
SeptaCube's solution

220.
1896C
Matching Arrays · Tutorial
Quality: 11,599 global accepts · Rating: 1400 · first AC: 2023-11-25 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, greedy, sortings
SeptaCube's solution

221.
1883G1
Dances (Easy version) · Tutorial
Quality: 19,553 global accepts · Rating: 1400 · first AC: 2023-10-22 · PyPy 3-64 (first AC) · Tags: binary search, greedy, two pointers
SeptaCube's solution

222.
1875C
Jellyfish and Green Apple · Tutorial
Quality: 13,880 global accepts · Rating: 1400 · first AC: 2023-09-30 · Python 3 (first AC) · Tags: bitmasks, greedy, math, number theory
SeptaCube's solution

223.
1753A2
Make Nonzero Sum (hard version) · Tutorial
Quality: 11,607 global accepts · Rating: 1500 · first AC: 2026-01-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy
SeptaCube's solution

224.
2183D1
Tree Coloring (Easy Version) · Tutorial
Quality: 8,855 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees
SeptaCube's solution

225.
2183C
War Strategy · Tutorial
Quality: 10,669 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, two pointers
SeptaCube's solution

226.
1924A
Did We Get Everything Covered? · Tutorial
Quality: 16,751 global accepts · Rating: 1500 · first AC: 2025-11-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings
SeptaCube's solution

227.
2163C
Monopati · Tutorial
Quality: 9,027 global accepts · Rating: 1500 · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers
SeptaCube's solution

228.
1340A
Nastya and Strange Generator · Tutorial
Quality: 13,691 global accepts · Rating: 1500 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation
SeptaCube's solution

229.
1466D
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2034E
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Quality: 2,019 global accepts · Rating: 2200 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

SeptaCube's solution

442.
2039E
Shohag Loves Inversions · Tutorial
Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math
SeptaCube's solution

443.
102348C
Marbles · Tutorial
Rating: 2200 · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —
SeptaCube's solution

444.
1970E3
Trails (Hard) · Tutorial
Quality: 1,177 global accepts · Rating: 2200 · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices
SeptaCube's solution

445.
1635E
Cars · Tutorial
Quality: 2,724 global accepts · Rating: 2200 · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings
SeptaCube's solution

446.
1946E
Girl Permutation · Tutorial
Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory
SeptaCube's solution

447.
920G
List Of Integers · Tutorial
Quality: 1,998 global accepts · Rating: 2200 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, math, number theory
SeptaCube's solution

448.
757D
Felicity's Big Secret Revealed · Tutorial
Quality: 1,547 global accepts · Rating: 2200 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp
SeptaCube's solution

449.
1415E
New Game Plus! · Tutorial
Quality: 3,002 global accepts · Rating: 2200 · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
SeptaCube's solution

450.
1520G
To Go Or Not To Go? · Tutorial
Quality: 4,220 global accepts · Rating: 2200 · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths
SeptaCube's solution

451.
1556E
Equilibrium · Tutorial
Quality: 2,989 global accepts · Rating: 2200 · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy
SeptaCube's solution

452.
559C
Gerald and Giant Chess · Tutorial
Quality: 8,095 global accepts · Rating: 2200 · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory
SeptaCube's solution

453.
1498E
Two Houses · Tutorial
Quality: 2,124 global accepts · Rating: 2200 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, greedy, interactive, sortings
SeptaCube's solution

454.
1918E
ace5 and Task Order · Tutorial
Quality: 2,062 global accepts · Rating: 2200 · first AC: 2024-01-30 · PyPy 3-64 (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings
SeptaCube's solution

455.
1967C
Fenwick Tree · Tutorial
Quality: 2,238 global accepts · Rating: 2300 · first AC: 2026-04-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees
SeptaCube's solution

456.
2187C
Jerry and Tom · Tutorial
Quality: 1,371 global accepts · Rating: 2300 · first AC: 2026-02-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, games, graphs, greedy, trees
SeptaCube's solution

457.
2190C
Comparable Permutations · Tutorial
Quality: 1,291 global accepts · Rating: 2300 · first AC: 2026-01-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers
SeptaCube's solution

458.
2180E
No Effect XOR · Tutorial
Quality: 1,737 global accepts · Rating: 2300 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math
SeptaCube's solution

459.
2068A
Condorcet Elections · Tutorial
Quality: 997 global accepts · Rating: 2300 · first AC: 2025-11-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, probabilities
SeptaCube's solution

460.
2164E
Journey · Tutorial
Quality: 1,580 global accepts · Rating: 2300 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy
SeptaCube's solution

461.
2159C
Twin Polynomials · Tutorial

Quality: 1,694 global accepts · Rating: 2300 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graph matchings, math
SeptaCube's solution

462.
543D
Road Improvement · Tutorial
Quality: 3,255 global accepts · Rating: 2300 · first AC: 2025-09-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees
SeptaCube's solution

463.
2129C3
Interactive RBS (Hard Version) · Tutorial
Quality: 1,663 global accepts · Rating: 2300 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive
SeptaCube's solution

464.
2097B
Baggage Claim · Tutorial
Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees
SeptaCube's solution

465.
2077C
Binary Subsequence Value Sum · Tutorial
Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices
SeptaCube's solution

466.
2066C
Bitwise Slides · Tutorial
Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math
SeptaCube's solution

467.
1928E
Modular Sequence · Tutorial
Quality: 2,098 global accepts · Rating: 2300 · first AC: 2025-01-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory
SeptaCube's solution

468.
2063E
Triangle Tree · Tutorial
Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees
SeptaCube's solution

469.
1768E
Partial Sorting · Tutorial
Quality: 2,265 global accepts · Rating: 2300 · first AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory
SeptaCube's solution

470.
1799E
City Union · Tutorial
Quality: 1,401 global accepts · Rating: 2300 · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math
SeptaCube's solution

471.
1658D2
388535 (Hard Version) · Tutorial

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, math
SeptaCube's solution

472.
1970F3
Playing Quidditch (Hard) · Tutorial
Quality: 535 global accepts · Rating: 2300 · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation
SeptaCube's solution

473.
1970F2
Playing Quidditch (Medium) · Tutorial
Quality: 514 global accepts · Rating: 2300 · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation
SeptaCube's solution

474.
1970F1
Playing Quidditch (Easy) · Tutorial
Quality: 633 global accepts · Rating: 2300 · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation
SeptaCube's solution

475.
1965C
Folding Strip · Tutorial
Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-27 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, strings
SeptaCube's solution

476.
1236D
Alice and the Doll · Tutorial
Quality: 1,738 global accepts · Rating: 2300 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation
SeptaCube's solution

477.
711E
ZS and The Birthday Paradox · Tutorial
Quality: 1,371 global accepts · Rating: 2300 · first AC: 2024-03-21 · PyPy 3-64 (first AC) · Tags: math, number theory, probabilities
SeptaCube's solution

478.
601C
Kleofáš and the n-thlon · Tutorial
Quality: 1,420 global accepts · Rating: 2300 · first AC: 2024-03-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities
SeptaCube's solution

479.
1379D
New Passenger Trams · Tutorial
Quality: 1,150 global accepts · Rating: 2300 · first AC: 2024-03-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers
SeptaCube's solution

480.
1394B
Boboniu Walks on Graph · Tutorial
Quality: 2,146 global accepts · Rating: 2300 · first AC: 2024-03-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, hashing
SeptaCube's solution

481.
1895E
Infinite Card Game · Tutorial
Quality: 1,863 global accepts · Rating: 2300 · first AC: 2024-03-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, dsu, games, graphs, greedy, sortings, two pointers

SeptaCube's solution

482.
786B
Legacy · Tutorial
Quality: 8,021 global accepts · Rating: 2300 · first AC: 2024-03-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, shortest paths
SeptaCube's solution

483.
1156F
Card Bag · Tutorial
Quality: 1,715 global accepts · Rating: 2300 · first AC: 2024-03-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities
SeptaCube's solution

484.
1814E
Chain Chips · Tutorial
Quality: 1,717 global accepts · Rating: 2300 · first AC: 2024-03-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices
SeptaCube's solution

485.
1093G
Multidimensional Queries · Tutorial
Quality: 2,223 global accepts · Rating: 2300 · first AC: 2024-03-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures
SeptaCube's solution

486.
935E
Fafa and Ancient Mathematics · Tutorial
Quality: 979 global accepts · Rating: 2300 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees
SeptaCube's solution

487.
2206F
Minesweeper String · Tutorial
Quality: 423 global accepts · Rating: 2400 · first AC: 2026-04-15 · C++20 (GCC 13-64) (first AC) · Tags: fft, number theory
SeptaCube's solution

488.
2211F
Learning Binary Search · Tutorial
Quality: 914 global accepts · Rating: 2400 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp, math
SeptaCube's solution

489.
2207E2
N-MEX (Counting Version) · Tutorial
Quality: 862 global accepts · Rating: 2400 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math
SeptaCube's solution

490.
1753D
The Beach · Tutorial
Quality: 2,073 global accepts · Rating: 2400 · first AC: 2026-01-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths
SeptaCube's solution

491.
1844E
Great Grids · Tutorial
Quality: 2,155 global accepts · Rating: 2400 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs
SeptaCube's solution

492.
1924C
Fractal Origami · Tutorial
Quality: 1,377 global accepts · Rating: 2400 · first AC: 2025-11-27 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math, matrices
SeptaCube's solution

493.
2143E
Make Good · Tutorial
Quality: 1,922 global accepts · Rating: 2400 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings
SeptaCube's solution

494.
2122D
Traffic Lights · Tutorial
Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths
SeptaCube's solution

495.
1494E
A-Z Graph · Tutorial
Quality: 2,055 global accepts · Rating: 2400 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, graphs, hashing
SeptaCube's solution

496.
1054E
Chips Puzzle · Tutorial
Quality: 514 global accepts · Rating: 2400 · first AC: 2025-03-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math
SeptaCube's solution

497.
1098C
Construct a tree · Tutorial
Quality: 1,161 global accepts · Rating: 2400 · first AC: 2025-03-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees
SeptaCube's solution

498.
526E
Transmitting Levels · Tutorial
Quality: 1,180 global accepts · Rating: 2400 · first AC: 2025-03-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation
SeptaCube's solution

499.
2066D1
Club of Young Aircraft Builders (easy version) · Tutorial
Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
SeptaCube's solution

500.
2049E
Broken Queries · Tutorial
Quality: 1,591 global accepts · Rating: 2400 · first AC: 2025-01-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, implementation, interactive
SeptaCube's solution

501.
2032E
Balanced · Tutorial
Quality: 1,400 global accepts · Rating: 2400 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math
SeptaCube's solution

502.
1059E
Split the Tree · Tutorial
Quality: 1,623 global accepts · Rating: 2400 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, trees
SeptaCube's solution

503.
1804E
Routing · Tutorial
Quality: 1,707 global accepts · Rating: 2400 · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs
SeptaCube's solution

504.
1374F
Cyclic Shifts Sorting · Tutorial
Quality: 1,398 global accepts · Rating: 2400 · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings
SeptaCube's solution

505.
1794E
Labeling the Tree with Distances · Tutorial
Quality: 1,531 global accepts · Rating: 2400 · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees
SeptaCube's solution

506.
886E
Maximum Element · Tutorial
Quality: 1,216 global accepts · Rating: 2400 · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
SeptaCube's solution

507.
1370F1
The Hidden Pair (Easy Version) · Tutorial
Quality: 1,784 global accepts · Rating: 2400 · first AC: 2024-05-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees
SeptaCube's solution

508.
1817C
Similar Polynomials · Tutorial
Quality: 1,227 global accepts · Rating: 2400 · first AC: 2024-05-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math
SeptaCube's solution

509.
1392F
Omkar and Landslide · Tutorial
Quality: 2,403 global accepts · Rating: 2400 · first AC: 2024-05-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math
SeptaCube's solution

510.
1187D
Subarray Sorting · Tutorial
Quality: 3,001 global accepts · Rating: 2400 · first AC: 2024-05-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings
SeptaCube's solution

511.
1542E1
Abnormal Permutation Pairs (easy version) · Tutorial
Quality: 1,437 global accepts · Rating: 2400 · first AC: 2024-05-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math
SeptaCube's solution

512.
1970A2
Balanced Unshuffle (Medium) · Tutorial
Quality: 600 global accepts · Rating: 2400 · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, trees
SeptaCube's solution

513.
1970A3
Balanced Unshuffle (Hard) · Tutorial
Quality: 665 global accepts · Rating: 2400 · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, trees
SeptaCube's solution

514.
1795F
Blocking Chips · Tutorial
Quality: 1,375 global accepts · Rating: 2400 · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees
SeptaCube's solution

515.
1957E
Carousel of Combinations · Tutorial
Quality: 1,624 global accepts · Rating: 2400 · first AC: 2024-04-21 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, dp, math, number theory
SeptaCube's solution

516.
1934D2
XOR Break --- Game Version · Tutorial
Quality: 1,763 global accepts · Rating: 2400 · first AC: 2024-03-01 · PyPy 3-64 (first AC) · Tags: bitmasks, games, greedy, interactive
SeptaCube's solution

517.
2206E
Parallel Sums · Tutorial
Quality: 404 global accepts · Rating: 2500 · first AC: 2026-04-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry
SeptaCube's solution

518.
2206B
Subtree Removal Game · Tutorial
Quality: 350 global accepts · Rating: 2500 · first AC: 2026-04-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, games, trees
SeptaCube's solution

519.
2211E
Minimum Path Cover · Tutorial
Quality: 856 global accepts · Rating: 2500 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees
SeptaCube's solution

520.
2201D
Binary Not Search and Queries · Tutorial
Quality: 785 global accepts · Rating: 2500 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation
SeptaCube's solution

521.
2196D
Double Bracket Sequence · Tutorial
Quality: 995 global accepts · Rating: 2500 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, expression parsing, flows, greedy, strings
SeptaCube's solution

522.
2190D
Prufer Vertex · Tutorial
Quality: 950 global accepts · Rating: 2500 · first AC: 2026-01-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees
SeptaCube's solution

523.
1687C
Sanae and Giant Robot · Tutorial
Quality: 1,688 global accepts · Rating: 2500 · first AC: 2026-01-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings
SeptaCube's solution

524.
2165D
Path Split · Tutorial
Quality: 896 global accepts · Rating: 2500 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: graph matchings, greedy
SeptaCube's solution

525.
2152F
Triple Attack · Tutorial
Quality: 1,039 global accepts · Rating: 2500 · first AC: 2025-11-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy
SeptaCube's solution

526.
2159D1
Inverse Minimum Partition (Easy Version) · Tutorial
Quality: 1,022 global accepts · Rating: 2500 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers
SeptaCube's solution

527.
1834F
Typewriter · Tutorial
Quality: 663 global accepts · Rating: 2500 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
SeptaCube's solution

528.
1994F
Stardew Valley · Tutorial
Quality: 1,530 global accepts · Rating: 2500 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees
SeptaCube's solution

529.
2059E1
Stop Gaming (Easy Version) · Tutorial
Quality: 886 global accepts · Rating: 2500 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, hashing, strings
SeptaCube's solution

530.
2048F
Kevin and Math Class · Tutorial
Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees
SeptaCube's solution

531.
2034F1
Khayyam's Royal Decree (Easy Version) · Tutorial
Quality: 891 global accepts · Rating: 2500 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings
SeptaCube's solution

532.
2206D
Christmas Tree Un-decoration · Tutorial
Quality: 242 global accepts · Rating: 2600 · first AC: 2026-04-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, trees
SeptaCube's solution

533.
1844F1
Min Cost Permutation (Easy Version) · Tutorial
Quality: 906 global accepts · Rating: 2600 · first AC: 2025-11-28 · last AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math
SeptaCube's solution

534.
2164F1
Chain Prefix Rank (Easy Version) · Tutorial
Quality: 650 global accepts · Rating: 2600 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees
SeptaCube's solution

535.
2150E1
Hidden Single (Version 1) · Tutorial
Quality: 1,027 global accepts · Rating: 2600 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings
SeptaCube's solution

536.
2122E
Greedy Grid Counting · Tutorial
Quality: 1,079 global accepts · Rating: 2600 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math
SeptaCube's solution

537.
1924D
Balanced Subsequences · Tutorial
Quality: 1,430 global accepts · Rating: 2700 · first AC: 2025-11-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
SeptaCube's solution

538.
2068H
Statues · Tutorial
Quality: 405 global accepts · Rating: 2700 · first AC: 2025-11-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
SeptaCube's solution

539.
2150D
Attraction Theory · Tutorial
Quality: 752 global accepts · Rating: 2700 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
SeptaCube's solution

540.
1967D
Long Way to be Non-decreasing · Tutorial
Quality: 978 global accepts · Rating: 2800 · first AC: 2026-04-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers
SeptaCube's solution

541.
1844F2
Min Cost Permutation (Hard Version) · Tutorial
Quality: 479 global accepts · Rating: 2800 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math, sortings
SeptaCube's solution

542.
2053I1
Affectionate Arrays (Easy Version) · Tutorial
Quality: 557 global accepts · Rating: 2800 · first AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy
SeptaCube's solution

543.
2031F
Penchick and Even Medians · Tutorial
Quality: 453 global accepts · Rating: 2800 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, interactive, probabilities
SeptaCube's solution

544.
2152H1
Victorious Coloring (Easy Version) · Tutorial
Quality: 610 global accepts · Rating: 2900 · first AC: 2025-11-01 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy
SeptaCube's solution

545.
2066D2
Club of Young Aircraft Builders (hard version) · Tutorial
Quality: 620 global accepts · Rating: 2900 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
SeptaCube's solution

546.
2059E2
Stop Gaming (Hard Version) · Tutorial
Quality: 350 global accepts · Rating: 2900 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, hashing, strings
SeptaCube's solution

547.
1965E
Connected Cubes · Tutorial
Quality: 466 global accepts · Rating: 3100 · first AC: 2024-04-27 · PyPy 3-64 (first AC) · Tags: constructive algorithms, games
SeptaCube's solution

548.
2190E
Median Permutation · Tutorial
Quality: 236 global accepts · Rating: 3200 · first AC: 2026-01-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics
SeptaCube's solution

549.
1672G
Cross Xor · Tutorial
Quality: 454 global accepts · Rating: 3200 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, math, matrices
SeptaCube's solution

550.
104787I
Phony · Tutorial
Rating: — · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

551.
104787M
Inverted · Tutorial
Rating: — · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

552.
104787F
Mystery of Prime · Tutorial

Rating: — · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

553.
104787D
Yet Another Coffee · Tutorial
Rating: — · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

554.
104787J
Keyi LIkes Reading · Tutorial
Rating: — · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

555.
104787A
Make SYSU Great Again I · Tutorial
Rating: — · first AC: 2026-04-28 · last AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

556.
104787G
Path · Tutorial
Rating: — · first AC: 2026-04-28 · last AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

557.
104385E
Segment-tree · Tutorial
Rating: — · first AC: 2026-04-24 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

558.
104385G
Copy and Paste · Tutorial
Rating: — · first AC: 2026-04-24 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

559.
104385H
Permutation · Tutorial
Rating: — · first AC: 2026-04-24 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

560.
104385D
Stack Out · Tutorial
Rating: — · first AC: 2026-04-24 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

561.
104385F
Cities · Tutorial
Rating: — · first AC: 2026-04-24 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

562.
104385C
Battle · Tutorial
Rating: — · first AC: 2026-04-24 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

563.
104385J
Function · Tutorial
Rating: — · first AC: 2026-04-24 · C++20 (GCC 13-64) (first AC) · Tags: —

SeptaCube's solution

564.
104385B
Wonderful Array · Tutorial
Rating: — · first AC: 2026-04-24 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

565.
104385I
Tree · Tutorial
Rating: — · first AC: 2026-04-24 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

566.
104385K
Split · Tutorial
Rating: — · first AC: 2026-04-24 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

567.
104385A
Drill Wood to Make Fire · Tutorial
Rating: — · first AC: 2026-04-24 · Python 3 (first AC) · Tags: —
SeptaCube's solution

568.
104385L
Zhang Fei Threading Needles - Thick with Fine · Tutorial
Rating: — · first AC: 2026-04-24 · Python 3 (first AC) · Tags: —
SeptaCube's solution

569.
2219C
Coloring a Red Black Tree · Tutorial
Quality: 1,215 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees
SeptaCube's solution

570.
2219B2
Unique Values (Hard version) · Tutorial
Quality: 3,209 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
SeptaCube's solution

571.
2219B1
Unique Values (Easy version) · Tutorial
Quality: 3,601 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math
SeptaCube's solution

572.
2219A
Grid L · Tutorial
Quality: 8,990 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory
SeptaCube's solution

573.
102482G
Panda Preserve · Tutorial
Rating: — · first AC: 2026-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

574.
102482I
Triangles · Tutorial
Rating: — · first AC: 2026-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

575.
102482A
Catch the Plane · Tutorial
Rating: — · first AC: 2026-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

576.
102482F
Go with the Flow · Tutorial
Rating: — · first AC: 2026-04-11 · last AC: 2026-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

577.
102482K
Wireless is the New Fiber · Tutorial
Rating: — · first AC: 2026-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

578.
102482B
Comma Sprinkler · Tutorial
Rating: — · first AC: 2026-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

579.
106268G
Charity Raffle · Tutorial
Rating: — · first AC: 2026-04-06 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

580.
106268C
Seagull Population · Tutorial
Rating: — · first AC: 2026-04-06 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

581.
106268J
ICPC Board · Tutorial
Rating: — · first AC: 2026-04-06 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

582.
106268I
Game of Names · Tutorial
Rating: — · first AC: 2026-04-06 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

583.
106268E
Cutting Tofu · Tutorial
Rating: — · first AC: 2026-04-06 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

584.
106268H
U-Shaped Panels · Tutorial
Rating: — · first AC: 2026-04-06 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

585.
106268D
Decompose and Concatenate · Tutorial
Rating: — · first AC: 2026-04-06 · PyPy 3 (first AC) · Tags: —
SeptaCube's solution

586.
2214I
You Are a Robot · Tutorial
Quality: 297 global accepts · Rating: — · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special
SeptaCube's solution

587.
2214G
Anomaly · Tutorial
Quality: 730 global accepts · Rating: — · first AC: 2026-04-01 · PyPy 3 (first AC) · Tags: *special, communication
SeptaCube's solution

588.
2214J
Special Problem · Tutorial
Quality: 3,543 global accepts · Rating: — · first AC: 2026-04-01 · PyPy 3 (first AC) · Tags: *special, brute force, games, interactive
SeptaCube's solution

589.
2214E
Shortest Paths · Tutorial
Quality: 1,050 global accepts · Rating: — · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, shortest paths
SeptaCube's solution

590.
2214C
And? · Tutorial
Quality: 1,819 global accepts · Rating: — · first AC: 2026-04-01 · PyPy 3 (first AC) · Tags: *special, bitmasks
SeptaCube's solution

591.
2214D
Neural Feud · Tutorial
Quality: 4,269 global accepts · Rating: — · first AC: 2026-04-01 · PyPy 3 (first AC) · Tags: *special, strings
SeptaCube's solution

592.
2214B
Are You Smiling? · Tutorial
Quality: 6,563 global accepts · Rating: — · first AC: 2026-04-01 · PyPy 3 (first AC) · Tags: *special, strings
SeptaCube's solution

593.
2214F
Numbers · Tutorial
Quality: 936 global accepts · Rating: — · first AC: 2026-04-01 · PyPy 3 (first AC) · Tags: *special
SeptaCube's solution

594.
2214H
Double Vision · Tutorial
Quality: 1,602 global accepts · Rating: — · first AC: 2026-04-01 · PyPy 3 (first AC) · Tags: *special
SeptaCube's solution

595.
2214A
Odd One Out · Tutorial
Quality: 10,132 global accepts · Rating: — · first AC: 2026-04-01 · PyPy 3 (first AC) · Tags: *special, graph matchings, implementation
SeptaCube's solution

596.
104925D
Filesystem · Tutorial
Rating: — · first AC: 2026-03-30 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

597.
104925G
LCA Counting · Tutorial
Rating: — · first AC: 2026-03-30 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

598.
104925B
Binary Sequence · Tutorial
Rating: — · first AC: 2026-03-30 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

599.
104925C
Yet Another Balanced Coloring Problem · Tutorial
Rating: — · first AC: 2026-03-30 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

600.
104925I
Rebellious Edge · Tutorial
Rating: — · first AC: 2026-03-30 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

601.
104925E
Freshman's Dream · Tutorial
Rating: — · first AC: 2026-03-30 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

602.
104479F
Forest Game · Tutorial
Rating: — · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

603.
104479J
Joining Arrays · Tutorial
Rating: — · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

604.
104479H
Highest Median Walk · Tutorial
Rating: — · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

605.
104479E
Erase the Primes · Tutorial
Rating: — · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

606.
104479L
Lying Faces · Tutorial
Rating: — · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

607.
104479I
Incomplete Information Queries · Tutorial
Rating: — · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

608.
104479D
DAG Probability · Tutorial
Rating: — · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

609.
104479G
Guessing by Divisibility · Tutorial
Rating: — · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

610.
104479C
Convolution · Tutorial
Rating: — · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

611.
103931B
Bracket Query · Tutorial
Rating: — · first AC: 2026-02-17 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

612.
103931C
Coffee Overdose · Tutorial
Rating: — · first AC: 2026-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
SeptaCube's solution

613.
103931I
It Takes Two of Two · Tutorial
Rating: — · first AC: 2026-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
SeptaCube's solution

614.
103931J
Just Some Bad Memory · Tutorial
Rating: — · first AC: 2026-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
SeptaCube's solution

615.
103931L
Last Warning of the Competition Finance Officer · Tutorial
Rating: — · first AC: 2026-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
SeptaCube's solution

616.
103931M
My University Is Better Than Yours · Tutorial
Rating: — · first AC: 2026-02-16 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

617.
103931E
Expenditure Reduction · Tutorial
Rating: — · first AC: 2026-02-16 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

618.
103931A
Another A+B Problem · Tutorial
Rating: — · first AC: 2026-02-16 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

619.
103931H
Heirloom Painting · Tutorial
Rating: — · first AC: 2026-02-16 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

620.
103931G
Gua! · Tutorial
Rating: — · first AC: 2026-02-16 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

621.
103931N
Nine Is Greater Than Ten · Tutorial
Rating: — · first AC: 2026-02-16 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

622.
105869J
Sumotonic Sequences · Tutorial
Rating: — · first AC: 2026-02-09 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

623.
105869H
Decent Path Around Bajtów · Tutorial
Rating: — · first AC: 2026-02-09 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

624.
105869G
Road Trip · Tutorial
Rating: — · first AC: 2026-02-09 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

625.
105869I
Random Remainders · Tutorial
Rating: — · first AC: 2026-02-09 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

626.
105869D
Money in the Hat · Tutorial
Rating: — · first AC: 2026-02-09 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

627.
105869E
Gambling · Tutorial
Rating: — · first AC: 2026-02-09 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

628.
105869C
Diamonds and the Genie · Tutorial
Rating: — · first AC: 2026-02-09 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

629.
106307B
Tree permutations · Tutorial
Rating: — · first AC: 2026-01-19 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

630.
106307H
Gray Rectangles · Tutorial
Rating: — · first AC: 2026-01-19 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

631.
106307I
Coprime vertex cover · Tutorial
Rating: — · first AC: 2026-01-19 · C++17 (GCC 7-32) (first AC) · Tags: —
SeptaCube's solution

632.
106307F
Is this Fibonacci · Tutorial
Rating: — · first AC: 2026-01-19 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

633.
106167J
Joined Sessions · Tutorial
Rating: — · first AC: 2026-01-15 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

634.
106167I
Index Case · Tutorial
Rating: — · first AC: 2026-01-15 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

635.
106167L
Looking for Waldo · Tutorial
Rating: — · first AC: 2026-01-14 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

636.
106167N
Natural Navigation · Tutorial
Rating: — · first AC: 2026-01-14 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

637.
106167G
Grid Delivery · Tutorial
Rating: — · first AC: 2026-01-14 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

638.
106167E
Excursion to Porvoo · Tutorial
Rating: — · first AC: 2026-01-14 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

639.
106167H
Hectic Harbour II · Tutorial
Rating: — · first AC: 2026-01-14 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

640.
106167A
Amusement Arcade · Tutorial
Rating: — · first AC: 2026-01-14 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

641.
106167C
Card Trading · Tutorial
Rating: — · first AC: 2026-01-14 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

642.
106167K
Killjoys' Conference · Tutorial
Rating: — · first AC: 2026-01-14 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

643.
106167B
Brexiting and Brentering · Tutorial
Rating: — · first AC: 2026-01-14 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

644.
106167M
Monty's Hall · Tutorial
Rating: — · first AC: 2026-01-14 · Python 3 (first AC) · Tags: —
SeptaCube's solution

645.
102576C
Bookface · Tutorial
Rating: — · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

646.
102576H
Lighthouses · Tutorial
Rating: — · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

647.
102576E
Contamination · Tutorial
Rating: — · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

648.
102576A
Bags of Candies · Tutorial
Rating: — · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

649.
102576G
Invited Speakers · Tutorial
Rating: — · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

650.
102576I
Sum of Palindromes · Tutorial
Rating: — · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
SeptaCube's solution

651.
102576B
Binomial · Tutorial
Rating: — · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
SeptaCube's solution

652.
102576L
Wizards Unite · Tutorial
Rating: — · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
SeptaCube's solution

653.
104076H
Set of Intervals · Tutorial
Rating: — · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
SeptaCube's solution

654.
104076G
Quick Sort · Tutorial
Rating: — · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
SeptaCube's solution

655.
104076D
Frozen Scoreboard · Tutorial
Rating: — · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

656.
104076B
Torch · Tutorial
Rating: — · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

657.
104076A
Tower · Tutorial
Rating: — · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

658.
104076E
Identical Parity · Tutorial
Rating: — · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

659.
104076K
Stack Sort · Tutorial
Rating: — · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

660.
104076M
Best Carry Player · Tutorial
Rating: — · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

661.
102798K
Tree Tweaking · Tutorial
Rating: — · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

662.
102798J
Steins;Game · Tutorial
Rating: — · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

663.
102798B
Labyrinth · Tutorial
Rating: — · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

664.
102798C
Rencontre · Tutorial
Rating: — · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

665.
102798G
Caesar Cipher · Tutorial
Rating: — · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

666.
102798L
Clock Master · Tutorial
Rating: — · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

667.
102798H
Message Bomb · Tutorial
Rating: — · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

668.
102798A
Golden Spirit · Tutorial
Rating: — · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

669.
102798D
ABC Conjecture · Tutorial
Rating: — · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

670.
104842I
Integer Number Format · Tutorial
Rating: — · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

671.
104842H
Hungry Cannibals · Tutorial
Rating: — · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

672.
104842F
Fun at Luggage Claim · Tutorial
Rating: — · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

673.
104842N
New Randomized Go · Tutorial
Rating: — · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

674.
104842E
Easy Money · Tutorial
Rating: — · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

675.
104842K
King and Zeroing · Tutorial
Rating: — · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

676.
104842D
Deep Primes · Tutorial
Rating: — · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

677.
104842G
Game With Stones · Tutorial
Rating: — · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

678.
104842C
C and Pascal Strings · Tutorial
Rating: — · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

679.
104842B
Basketball Plus-Minus · Tutorial
Rating: — · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

680.
104842A
Adventure in Flatland · Tutorial
Rating: — · first AC: 2025-12-23 · Python 3 (first AC) · Tags: —
SeptaCube's solution

681.
105544I
The Pentagon Conjecture · Tutorial
Rating: — · first AC: 2025-12-16 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

682.
105544K
Chemical Storage · Tutorial
Rating: — · first AC: 2025-12-16 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

683.
105544E
Slabstones Rearrangement · Tutorial
Rating: — · first AC: 2025-12-16 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

684.
105544C
Where the Lantern Lights are Dimming · Tutorial
Rating: — · first AC: 2025-12-16 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

685.
105544L
Nine Never · Tutorial
Rating: — · first AC: 2025-12-16 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

686.
105544J
Lead Time Estimation · Tutorial
Rating: — · first AC: 2025-12-16 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

687.
105544F
Baker's Dilemma · Tutorial
Rating: — · first AC: 2025-12-16 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

688.
105544A
Counterfeit Money · Tutorial
Rating: — · first AC: 2025-12-16 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

689.
105544D
Quarantine Policy · Tutorial
Rating: — · first AC: 2025-12-16 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

690.
105544B
Recurring Decimal to Fractions · Tutorial
Rating: — · first AC: 2025-12-16 · PyPy 3 (first AC) · Tags: —
SeptaCube's solution

691.
105544H
Bank Deposit Challenge · Tutorial
Rating: — · first AC: 2025-12-16 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

692.
105544M
Task scheduler · Tutorial
Rating: — · first AC: 2025-12-16 · PyPy 3 (first AC) · Tags: —
SeptaCube's solution

693.
104891K
Understand · Tutorial
Rating: — · first AC: 2025-11-26 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

694.
104891C
Bladestorm · Tutorial
Rating: — · first AC: 2025-11-26 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

695.
104891A
(-1,1)-Sumplete · Tutorial
Rating: — · first AC: 2025-11-26 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

696.
104891G
Parity Game · Tutorial
Rating: — · first AC: 2025-11-26 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

697.
104891E
Inverse Topological Sort · Tutorial
Rating: — · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

698.
104891H
Random Tree Parking · Tutorial
Rating: — · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

699.
104891D
Graph of Maximum Degree 3 · Tutorial
Rating: — · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

700.
104891I
Refresher into Midas · Tutorial
Rating: — · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

701.
104891J
Teleportation · Tutorial
Rating: — · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

702.
102012C
Rikka with Consistency · Tutorial
Rating: — · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

703.
102012I
Rikka with Sorting Networks · Tutorial
Rating: — · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

704.
102012H
Rikka with A Long Colour Palette · Tutorial
Rating: — · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

705.
102012M
Rikka with Illuminations · Tutorial
Rating: — · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

706.
102012G
Rikka with Intersections of Paths · Tutorial
Rating: — · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

707.
102012A
Rikka with Minimum Spanning Trees · Tutorial
Rating: — · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

708.
2168C
Intercepting Butterflies · Tutorial
Quality: 876 global accepts · Rating: — · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, communication, constructive algorithms, graphs, interactive
SeptaCube's solution

709.
2168B
Locate · Tutorial
Quality: 1,552 global accepts · Rating: — · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, communication, constructive algorithms, greedy, interactive
SeptaCube's solution

710.
2168A1
Encode and Decode (Easy Version) · Tutorial
Quality: 5,027 global accepts · Rating: — · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: communication, constructive algorithms, interactive
SeptaCube's solution

711.
2168A2
Encode and Decode (Hard Version) · Tutorial
Quality: 3,305 global accepts · Rating: — · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, communication, interactive, math
SeptaCube's solution

712.
105627G
Jackson's House · Tutorial
Rating: — · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

713.
105627K
Monsters' Warehouse · Tutorial
Rating: — · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

714.
105627E
Largest Triangle · Tutorial
Rating: — · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

715.
105627J
Cafebazaar's Applications · Tutorial
Rating: — · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

716.
105627M
Colorful Intervals · Tutorial
Rating: — · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

717.
105627F
Micromaster's Certificates · Tutorial
Rating: — · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

718.
105627I
Pistons · Tutorial
Rating: — · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

719.
105627L
Rolling-Dice Game · Tutorial
Rating: — · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

720.
105627H
Star Wars · Tutorial
Rating: — · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

721.
105627B
Hezardastan's Annual Report · Tutorial
Rating: — · first AC: 2025-10-27 · PyPy 3 (first AC) · Tags: —
SeptaCube's solution

722.
105627A
Micromasters · Tutorial
Rating: — · first AC: 2025-10-27 · PyPy 3 (first AC) · Tags: —
SeptaCube's solution

723.
105633G
Beyond the Former Explorer · Tutorial
Rating: — · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

724.
105633D
Tree Generators · Tutorial
Rating: — · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

725.
105633F
The Farthest Point · Tutorial
Rating: — · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

726.
105633K
Scheduling Two Meetings · Tutorial
Rating: — · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

727.
105633C
Omnes Viae Yokohamam Ducunt? · Tutorial
Rating: — · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

728.
105633I
Greatest of the Greatest Common Divisors · Tutorial
Rating: — · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

729.
105633E
E-Circuit Is Now on Sale! · Tutorial
Rating: — · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

730.
105633B
The Sparsest Number in Between · Tutorial
Rating: — · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

731.
105633A
Ribbon on the Christmas Present · Tutorial
Rating: — · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

732.
105386C
Stop the Castle 2 · Tutorial
Rating: — · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

733.
105386F
Collect the Coins · Tutorial
Rating: — · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

734.
105386L
Trails · Tutorial
Rating: — · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

735.
105386M
Italian Cuisine · Tutorial
Rating: — · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

736.
105386K
Permutation · Tutorial
Rating: — · first AC: 2025-10-13 · last AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

737.
105386H
Subarray · Tutorial
Rating: — · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

738.
105386J
The Quest for El Dorado · Tutorial
Rating: — · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

739.
105386E
Relearn through Review · Tutorial
Rating: — · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

740.
105386A
Two-star Contest · Tutorial
Rating: — · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

741.
105386I
Left Shifting 2 · Tutorial
Rating: — · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

742.
105386G
Be Positive · Tutorial
Rating: — · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

743.
105386B
Gold Medal · Tutorial
Rating: — · first AC: 2025-10-13 · PyPy 3 (first AC) · Tags: —
SeptaCube's solution

744.
102920K
Tiling Polyomino · Tutorial
Rating: — · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

745.
102920A
Autonomous Vehicle · Tutorial
Rating: — · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

746.
102920E
Imprecise Computer · Tutorial
Rating: — · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

747.
102920I
Stock Analysis · Tutorial
Rating: — · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

748.
102920G
Mobile Robot · Tutorial
Rating: — · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

749.
102920J
Switches · Tutorial
Rating: — · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

750.
102920C
Dessert Café · Tutorial
Rating: — · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

751.
102920H
Needle · Tutorial
Rating: — · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

752.
102920B
Commemorative Dice · Tutorial
Rating: — · first AC: 2025-10-06 · PyPy 3 (first AC) · Tags: —
SeptaCube's solution

753.
105578I
Growing Tree · Tutorial
Rating: — · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

754.
105578G
Guess the Polygon · Tutorial
Rating: — · first AC: 2025-10-03 · PyPy 3-64 (first AC) · Tags: —
SeptaCube's solution

755.
105578B
Magical Palette · Tutorial
Rating: — · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
SeptaCube's solution

756.
105578E
Light Up the Grid · Tutorial
Rating: — · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
SeptaCube's solution

757.
105578M
Obliviate, Then Reincarnate · Tutorial
Rating: — · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
SeptaCube's solution

758.
105578D
Dot Product Game · Tutorial
Rating: — · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
SeptaCube's solution

759.
105578J
Make Them Believe · Tutorial
Rating: — · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
SeptaCube's solution

760.
105446C
Cross Country · Tutorial
Rating: — · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

761.
105901C
One Must Imagine Sisyphus Happy · Tutorial
Rating: — · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
SeptaCube's solution

762.
105901E
Colorful Graph · Tutorial
Rating: — · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
SeptaCube's solution

763.
105901M
Flight Tracker · Tutorial
Rating: — · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
SeptaCube's solution

764.
105901H
WildFire, This Is for You! · Tutorial
Rating: — · first AC: 2025-09-22 · PyPy 3 (first AC) · Tags: —
SeptaCube's solution

765.
105901G
Path Summing Problem · Tutorial
Rating: — · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
SeptaCube's solution

766.
105901F
Knapsack · Tutorial
Rating: — · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
SeptaCube's solution

767.
105901L
Subsequence · Tutorial
Rating: — · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
SeptaCube's solution

768.
105901I
Bingo 3 · Tutorial
Rating: — · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
SeptaCube's solution

769.
105901A
Problem Setting · Tutorial
Rating: — · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
SeptaCube's solution

770.
105537B
Brick in the Wall, Part 2 · Tutorial
Rating: — · first AC: 2025-07-31 · last AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

771.
105431H
Hotfix · Tutorial
Rating: — · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

772.
105431E
Elapid Errands · Tutorial
Rating: — · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

773.
105431B
Baseball Court · Tutorial
Rating: — · first AC: 2025-07-30 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

774.
101174A
Within Arm's Reach · Tutorial
Rating: — · first AC: 2025-07-30 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

775.
101174G
Cairo Corridor · Tutorial
Rating: — · first AC: 2025-07-25 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

776.
105537D
Defective Script · Tutorial
Rating: — · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

777.
105562G
Glued Grid · Tutorial
Rating: — · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

778.
101174I
The White Rabbit Pocket Watch · Tutorial
Rating: — · first AC: 2025-07-18 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

779.
105562C
Connect Five · Tutorial
Rating: — · first AC: 2025-07-18 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

780.
101174B
Bribing Eve · Tutorial
Rating: — · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

781.
102956N
Best Solution Unknown · Tutorial
Rating: — · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

782.
102956D
Bank Security Unification · Tutorial
Rating: — · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

783.
102956C
Brave Seekers of Unicorns · Tutorial
Rating: — · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

784.
102956I
Binary Supersonic Utahraptors · Tutorial
Rating: — · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

785.
102956M
Brilliant Sequence of Umbrellas · Tutorial
Rating: — · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

786.
102956J
Burnished Security Updates · Tutorial
Rating: — · first AC: 2025-05-31 · last AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

787.
102956G
Biological Software Utilities · Tutorial
Rating: — · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

788.
105657F
Fuzzy Ranking · Tutorial
Rating: — · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

789.
105657H
Heavy-light Decomposition · Tutorial
Rating: — · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

790.
105657M
Make It Divisible · Tutorial
Rating: — · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

791.
105657E
Elevator II · Tutorial
Rating: — · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

792.
105657B
Barkley III · Tutorial
Rating: — · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

793.
105657K
Kind of Bingo · Tutorial
Rating: — · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

794.
105657A
AUS · Tutorial
Rating: — · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

795.
105741F
Far Far Away · Tutorial
Rating: — · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

796.
105741E
Crumby Conundrum · Tutorial
Rating: — · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

797.
105741D
The Gingerbread Man and Traffic · Tutorial
Rating: — · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

798.
105741C
Porridge Chef · Tutorial
Rating: — · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

799.
105811E
Cable Plan · Tutorial
Rating: — · first AC: 2025-04-18 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

800.
105811G
Music Festival · Tutorial
Rating: — · first AC: 2025-04-18 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

801.
105811J
Security Breach · Tutorial
Rating: — · first AC: 2025-04-18 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

802.
105811H
Lineism · Tutorial
Rating: — · first AC: 2025-04-18 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

803.
105811I
Game, Set, Match · Tutorial
Rating: — · first AC: 2025-04-18 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

804.
105811L
Trapped in the Big Apple · Tutorial
Rating: — · first AC: 2025-04-18 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

805.
105811K
Philadelphia Museum of Art · Tutorial
Rating: — · first AC: 2025-04-18 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

806.
105811M
Tea Party · Tutorial
Rating: — · first AC: 2025-04-18 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

807.
105811D
City Renewal · Tutorial
Rating: — · first AC: 2025-04-18 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

808.
105811B
Card Counting · Tutorial
Rating: — · first AC: 2025-04-18 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

809.
105811A
Fishy Tank · Tutorial
Rating: — · first AC: 2025-04-18 · PyPy 3 (first AC) · Tags: —
SeptaCube's solution

810.
105646A
Interesting Paths · Tutorial
Rating: — · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

811.
105646H
Weather Forecast · Tutorial
Rating: — · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

812.
105646D
Xor Partitions · Tutorial
Rating: — · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

813.
105646C
Radars · Tutorial
Rating: — · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

814.
105644A
And Xor Tree · Tutorial
Rating: — · first AC: 2025-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
SeptaCube's solution

815.
105644J
Knight's Tour Redux · Tutorial
Rating: — · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

816.
105644F
Five Letter Warning · Tutorial
Rating: — · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

817.
105644G
Gridlandia · Tutorial
Rating: — · first AC: 2025-04-11 · PyPy 3 (first AC) · Tags: —
SeptaCube's solution

818.
105644I
Julienne the Deck · Tutorial
Rating: — · first AC: 2025-04-11 · PyPy 3 (first AC) · Tags: —
SeptaCube's solution

819.
105789I
Infinite Arrays · Tutorial
Rating: — · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

820.
105789K
Keep Fighting · Tutorial
Rating: — · first AC: 2025-04-03 · PyPy 3 (first AC) · Tags: —
SeptaCube's solution

821.
105789D
Dangerous City · Tutorial
Rating: — · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

822.
105789B
Brazilian FootXOR · Tutorial
Rating: — · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

823.
105789A
Ananna · Tutorial
Rating: — · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

824.
105789G
Game of Pieces · Tutorial
Rating: — · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

825.
105789C
Coatless in Yakutsk · Tutorial
Rating: — · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

826.
105789L
LED Counter · Tutorial
Rating: — · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

827.
2095C
Would It Be Unrated? · Tutorial
Quality: 3,745 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3 (first AC) · Tags: *special, binary search, brute force
SeptaCube's solution

828.
2095E
Pair Count · Tutorial
Quality: 786 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3 (first AC) · Tags: *special, number theory
SeptaCube's solution

829.
2095B
Plinko · Tutorial
Quality: 5,995 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3 (first AC) · Tags: *special, games, interactive
SeptaCube's solution

830.
2095D
Where Am I? · Tutorial
Quality: 5,302 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3 (first AC) · Tags: *special, geometry
SeptaCube's solution

831.
2095G
Definitely a Geometry Problem · Tutorial
Quality: 960 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3 (first AC) · Tags: *special, geometry
SeptaCube's solution

832.
2095I
Mysterious Script · Tutorial
Quality: 640 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3 (first AC) · Tags: *special, expression parsing, number theory
SeptaCube's solution

833.
2095A
Piecing It Together · Tutorial
Quality: 13,818 global accepts · Rating: — · first AC: 2025-04-01 · Python 3 (first AC) · Tags: *special, string suffix structures
SeptaCube's solution

834.
105698F
Five Steiner · Tutorial
Rating: — · first AC: 2025-03-13 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

835.
105698K
Kaz's Party · Tutorial
Rating: — · first AC: 2025-03-13 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

836.
105698A
actGenshinImp · Tutorial
Rating: — · first AC: 2025-03-13 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

837.
105698G
Get Mex Range Add Linear · Tutorial
Rating: — · first AC: 2025-03-13 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

838.
105698I
Inequality Satisfying Subsequences · Tutorial
Rating: — · first AC: 2025-03-13 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

839.
105699K
Knapsack · Tutorial
Rating: — · first AC: 2025-03-08 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

840.
105699C
Cardinality · Tutorial
Rating: — · first AC: 2025-03-08 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

841.
105699J
Jigsaw Puzzle · Tutorial
Rating: — · first AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

842.
105699D
3D · Tutorial
Rating: — · first AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

843.
105699G
Geo Sharding · Tutorial
Rating: — · first AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

844.
105699E
Equal Strings · Tutorial
Rating: — · first AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

845.
105699I
Interactive Casino · Tutorial
Rating: — · first AC: 2025-03-07 · PyPy 3 (first AC) · Tags: —
SeptaCube's solution

846.
105699M
Meta · Tutorial
Rating: — · first AC: 2025-03-07 · PyPy 3 (first AC) · Tags: —
SeptaCube's solution

847.
1302A
Nash equilibrium · Tutorial
Quality: 299 global accepts · Rating: — · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

848.
103117C
Ants · Tutorial
Rating: — · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

849.
103117F
Direction Setting · Tutorial
Rating: — · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

850.
103117E
Don't Really Like How The Story Ends · Tutorial
Rating: — · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

851.
103117B
Hotpot · Tutorial
Rating: — · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

852.
103117M
True Story · Tutorial
Rating: — · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

853.
103117L
Spicy Restaurant · Tutorial
Rating: — · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

854.
103117D
Rock Paper Scissors · Tutorial
Rating: — · first AC: 2025-02-06 · PyPy 3 (first AC) · Tags: —
SeptaCube's solution

855.
103117H
Nihongo wa Muzukashii Desu · Tutorial
Rating: — · first AC: 2025-02-06 · PyPy 3 (first AC) · Tags: —
SeptaCube's solution

856.
103117K
K-skip Permutation · Tutorial
Rating: — · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

857.
103117A
Chuanpai · Tutorial
Rating: — · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

858.
105677E
Building the Fort · Tutorial
Rating: — · first AC: 2025-02-01 · PyPy 3 (first AC) · Tags: —
SeptaCube's solution

859.
105677K
Disk Covering · Tutorial
Rating: — · first AC: 2025-02-01 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

860.
105677B
Divine Gifting · Tutorial
Rating: — · first AC: 2025-02-01 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

861.
105677D
Temple Architecture · Tutorial
Rating: — · first AC: 2025-02-01 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

862.
105677G
Guess How the Ballet Will End · Tutorial
Rating: — · first AC: 2025-02-01 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

863.
105677I
Divination · Tutorial
Rating: — · first AC: 2025-02-01 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

864.
105677H
The king of SWERC · Tutorial
Rating: — · first AC: 2025-02-01 · PyPy 3-64 (first AC) · Tags: —
SeptaCube's solution

865.
105677M
Ook? Ook! · Tutorial
Rating: — · first AC: 2025-02-01 · PyPy 3-64 (first AC) · Tags: —
SeptaCube's solution

866.
103260I
Trade · Tutorial
Rating: — · first AC: 2025-01-30 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

867.
103260A
Assignment Problem · Tutorial
Rating: — · first AC: 2025-01-30 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

868.
103260G
Remove the Prime · Tutorial
Rating: — · first AC: 2025-01-30 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

869.
103260M
Discrete Logarithm is a Joke · Tutorial
Rating: — · first AC: 2025-01-30 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

870.
103260J
Increasing or Decreasing · Tutorial
Rating: — · first AC: 2025-01-30 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

871.
101741L
Increasing Costs · Tutorial
Rating: — · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

872.
101741K
Consistent Occurrences · Tutorial
Rating: — · first AC: 2025-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
SeptaCube's solution

873.
101741J
Subsequence Sum Queries · Tutorial
Rating: — · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

874.
101741F
GCD · Tutorial
Rating: — · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

875.
101741C
Cover the Paths · Tutorial
Rating: — · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

876.
101741A
Three Arrays · Tutorial
Rating: — · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

877.
105588G
GCD · Tutorial
Rating: — · first AC: 2025-01-16 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

878.
105588C
Coin · Tutorial
Rating: — · first AC: 2025-01-16 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

879.
105588J
Just another Sorting Problem · Tutorial
Rating: — · first AC: 2025-01-16 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

880.
105588H
Horizon Scanning · Tutorial
Rating: — · first AC: 2025-01-16 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

881.
105588M
Matrix Construction · Tutorial
Rating: — · first AC: 2025-01-16 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

882.
105388D
Cycle Game · Tutorial
Rating: — · first AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

883.
105388B
Square Locator · Tutorial
Rating: — · first AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

884.
105388I
Geometry Hacking · Tutorial
Rating: — · first AC: 2025-01-10 · PyPy 3-64 (first AC) · Tags: —
SeptaCube's solution

885.
105388H
Game Design · Tutorial
Rating: — · first AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

886.
105388A
Coprime Array · Tutorial
Rating: — · first AC: 2025-01-10 · Python 3 (first AC) · Tags: —
SeptaCube's solution

887.
105388K
String and Nails · Tutorial
Rating: — · first AC: 2025-01-10 · Python 3 (first AC) · Tags: —
SeptaCube's solution

888.
103430J
Bongcloud Opening · Tutorial
Rating: — · first AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

889.
103430E
Request Throttling · Tutorial
Rating: — · first AC: 2025-01-09 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

890.
103430H
Messages · Tutorial
Rating: — · first AC: 2025-01-09 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

891.
103430C
Athletes · Tutorial
Rating: — · first AC: 2025-01-09 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

892.
103430L
Smash the Trash · Tutorial
Rating: — · first AC: 2025-01-09 · C++17 (GCC 7-32) (first AC) · Tags: —
SeptaCube's solution

893.
103430F
X-Magic Pair · Tutorial
Rating: — · first AC: 2025-01-09 · Python 3 (first AC) · Tags: —
SeptaCube's solution

894.
103430G
Chat Ban · Tutorial
Rating: — · first AC: 2025-01-09 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

895.
103430B
Special Permutation · Tutorial
Rating: — · first AC: 2025-01-09 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

896.
103430M
Distance · Tutorial
Rating: — · first AC: 2025-01-09 · PyPy 3-64 (first AC) · Tags: —
SeptaCube's solution

897.
103430N
Haiku · Tutorial
Rating: — · first AC: 2025-01-09 · PyPy 3-64 (first AC) · Tags: —
SeptaCube's solution

898.
105535C
Confusion · Tutorial
Rating: — · first AC: 2025-01-08 · last AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

899.
105535G
Gorgeous Summation · Tutorial
Rating: — · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

900.
105535A
Arithmetics and That's It · Tutorial
Rating: — · first AC: 2025-01-07 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

901.
105535E
Enter the Museum · Tutorial
Rating: — · first AC: 2025-01-07 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

902.
105535J
Jolly Polygon · Tutorial
Rating: — · first AC: 2025-01-07 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

903.
105535K
Know Your Duration of Stay · Tutorial
Rating: — · first AC: 2025-01-07 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

904.
105535L
Late Autumn Set of Cards · Tutorial
Rating: — · first AC: 2025-01-07 · PyPy 3 (first AC) · Tags: —
SeptaCube's solution

905.
105535H
Huh? Oh, Yes, Welcome to the Contest! · Tutorial
Rating: — · first AC: 2025-01-07 · C++17 (GCC 7-32) (first AC) · Tags: —
SeptaCube's solution

906.
105417E
Yodel Yolk · Tutorial
Rating: — · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

907.
105417F
Incubation Line · Tutorial
Rating: — · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

908.
105417D
Scrambled! · Tutorial
Rating: — · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

909.
105417C
Egg Order · Tutorial
Rating: — · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

910.
105553H
The Fo Sho · Tutorial
Rating: — · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

911.
105553F
Tipsy Chick · Tutorial
Rating: — · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

912.
105553G
Fried Avocado · Tutorial
Rating: — · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

913.
105553E
Crossroads · Tutorial
Rating: — · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

914.
105553D
Fresh Avocado · Tutorial
Rating: — · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

915.
105553B
Baja Shrimp · Tutorial
Rating: — · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

916.
105492C
Concurrent Contests · Tutorial
Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

917.
105492I
Interrail Pass · Tutorial
Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

918.
105492M
Museum Visit · Tutorial
Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

919.
105492B
Buggy Blinkers · Tutorial
Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

920.
105492K
Karaoke Compression · Tutorial
Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

921.
105492G
Grocery Greed · Tutorial
Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

922.
105492E
Extraterrestrial Exploration · Tutorial
Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

923.
105492F
Failing Factory · Tutorial
Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

924.
105492H
Horse Habitat · Tutorial
Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

925.
105492A
``Aaawww..." or ``Aaayyy!!!" · Tutorial
Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

926.
105492J
Jumbled Scoreboards · Tutorial
Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

927.
105500G
Piano Concerto · Tutorial
Rating: — · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

928.
105500F
Burt (Hard Version) · Tutorial
Rating: — · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

929.
105500E
Piano Pirates · Tutorial
Rating: — · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

930.
105500D
Burt (Easy Version) · Tutorial
Rating: — · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

931.
105500C
How Many Keys? · Tutorial
Rating: — · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

932.
104854B
Beautiful Contest · Tutorial
Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

933.
104854K
Kenough Time · Tutorial
Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

934.
104854E
Elimination Bracket · Tutorial
Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

935.
104854I
Intelligent Cat Embedding · Tutorial
Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

936.
104854C
Continued Fractions · Tutorial
Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

937.
104854A
Arthur The Ant · Tutorial
Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

938.
104854G
Guess Gauss · Tutorial
Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

939.
104854J
Judging Gifts · Tutorial
Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

940.
104854F
Factorial Prime · Tutorial
Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

941.
104854D
District 42 · Tutorial
Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

942.
105461K
Cheater Detector · Tutorial
Rating: — · first AC: 2024-10-31 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

943.
105461G
Contrived Intelligence · Tutorial
Rating: — · first AC: 2024-10-31 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

944.
105461B
Digital Products · Tutorial
Rating: — · first AC: 2024-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
SeptaCube's solution

945.
105461H
Zürich Trams · Tutorial
Rating: — · first AC: 2024-10-31 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

946.
105461L
Drawing Rectangles · Tutorial
Rating: — · first AC: 2024-10-31 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

947.
105461D
LSB · Tutorial
Rating: — · first AC: 2024-10-31 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

948.
105461F
Autobahn Optimization · Tutorial
Rating: — · first AC: 2024-10-31 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

949.
105461J
Gibberish · Tutorial
Rating: — · first AC: 2024-10-31 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

950.
105461E
Lighting the Street · Tutorial
Rating: — · first AC: 2024-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —
SeptaCube's solution

951.
105461C
Concert Lineup · Tutorial
Rating: — · first AC: 2024-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —
SeptaCube's solution

952.
103438I
Flood Fill · Tutorial
Rating: — · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

953.
103438F
to Pay Respects · Tutorial
Rating: — · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

954.
103438J
ABC Legacy · Tutorial
Rating: — · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

955.
103438G
Max Pair Matching · Tutorial
Rating: — · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

956.
103438L
Jason ABC · Tutorial
Rating: — · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

957.
103438N
A-series · Tutorial
Rating: — · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

958.
103438A
King of String Comparison · Tutorial
Rating: — · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

959.
104834C
Baklava Batches · Tutorial
Rating: — · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

960.
104834G
Baklava's Baklava · Tutorial
Rating: — · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

961.
104834F
The Floor is Baklava · Tutorial
Rating: — · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

962.
104834E
Sweetest Piece · Tutorial
Rating: — · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

963.
104834D
Deep Dish Cleaning · Tutorial
Rating: — · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

964.
104834B
Baklava Baking · Tutorial
Rating: — · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

965.
104834A
Baklava Cutting · Tutorial
Rating: — · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

966.
104015M
The Sum of Good Numbers · Tutorial
Rating: — · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

967.
104015K
Staircases · Tutorial
Rating: — · first AC: 2024-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —
SeptaCube's solution

968.
104015L
RBS · Tutorial
Rating: — · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

969.
104015I
Tree Painting · Tutorial
Rating: — · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

970.
104015E
Delete Two Elements · Tutorial
Rating: — · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

971.
104015G
Training Session · Tutorial
Rating: — · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

972.
104015D
Rectangle Restoration · Tutorial
Rating: — · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

973.
104015J
Replacing Letters · Tutorial
Rating: — · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

974.
104015C
Groups · Tutorial
Rating: — · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

975.
104015H
Colored Balls · Tutorial
Rating: — · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

976.
104015A
Candies · Tutorial
Rating: — · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

977.
104015B
Computer Game · Tutorial
Rating: — · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —
SeptaCube's solution

978.
104015F
Coconuts · Tutorial
Rating: — · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —
SeptaCube's solution

979.
104396E
LCM Plus GCD · Tutorial
Rating: — · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

980.
104396L
Architect · Tutorial
Rating: — · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

981.
104396K
Similarity (Hard Version) · Tutorial
Rating: — · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

982.
104396F
Timaeus · Tutorial
Rating: — · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

983.
104396A
Today's Word · Tutorial
Rating: — · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

984.
104396J
Similarity (Easy Version) · Tutorial
Rating: — · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

985.
104396H
Neil's Machine · Tutorial
Rating: — · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

986.
104396I
Elevator · Tutorial
Rating: — · first AC: 2024-10-03 · PyPy 3 (first AC) · Tags: —
SeptaCube's solution

987.
101512F
Floating Formation · Tutorial
Rating: — · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

988.
101512C
Citadel Construction · Tutorial
Rating: — · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

989.
101512D
Dropping Directions · Tutorial
Rating: — · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

990.
101512I
Interesting Integers · Tutorial
Rating: — · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

991.
101512A
Avoiding the Apocalypse · Tutorial
Rating: — · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

992.
101512K
Key to Knowledge · Tutorial
Rating: — · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

993.
101512J
Jury Jeopardy · Tutorial
Rating: — · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

994.
101512B
Button Bashing · Tutorial
Rating: — · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

995.
101512E
Excellent Engineers · Tutorial
Rating: — · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

996.
101512G
Growling Gears · Tutorial
Rating: — · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

997.
104128M
Drain the Water Tank · Tutorial
Rating: — · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

998.
105053I
Insects, Mathematics, Accuracy, and Efficiency · Tutorial
Rating: — · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

999.
105053J
Joys of Trading · Tutorial
Rating: — · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

1000.
105053F
Fair Distribution · Tutorial
Rating: — · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

1001.
105053A
Almost Aligned · Tutorial
Rating: — · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

1002.
105053E
Expanding STACKS! · Tutorial
Rating: — · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

1003.
105053D
DiviDuelo · Tutorial
Rating: — · first AC: 2024-09-19 · PyPy 3-64 (first AC) · Tags: —
SeptaCube's solution

1004.
105053K
KMOP · Tutorial
Rating: — · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

1005.
105053L
LED Matrix · Tutorial
Rating: — · first AC: 2024-09-19 · PyPy 3-64 (first AC) · Tags: —
SeptaCube's solution

1006.
105345J
Phantom Poker · Tutorial
Rating: — · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

1007.
105345H
Speedway Evacuation · Tutorial
Rating: — · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

1008.
105345F
Haunted House · Tutorial
Rating: — · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

1009.
105345E
Candy Eating · Tutorial
Rating: — · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

1010.
105345D
Nightmare on 24th · Tutorial
Rating: — · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

1011.
105345C
Spooky Hallway · Tutorial
Rating: — · first AC: 2024-09-16 · PyPy 3 (first AC) · Tags: —
SeptaCube's solution

1012.
105079F
Cupcake Circle · Tutorial
Rating: — · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

1013.
105079I
Cupcake Factory · Tutorial
Rating: — · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

1014.
105079H
Packing Cupcakes · Tutorial
Rating: — · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

1015.
105079G
Sneaking Sprinkles · Tutorial
Rating: — · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

1016.
105079D
Spicy Cupcakes · Tutorial
Rating: — · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

1017.
105079E
Cupcake Collecting · Tutorial
Rating: — · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

1018.
105079C
Frosting Circles · Tutorial
Rating: — · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

1019.
105079B
Polkadots · Tutorial
Rating: — · first AC: 2024-09-14 · Java 21 (first AC) · Tags: —
SeptaCube's solution

1020.
105079A
Ordering Cupcakes · Tutorial
Rating: — · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

1021.
105278K
Baby Chaves · Tutorial
Rating: — · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

1022.
105278M
grinch · Tutorial
Rating: — · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

1023.
105278E
Chaves and habibi arrays · Tutorial
Rating: — · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

1024.
105278A
Pacman and Russian Roulette · Tutorial
Rating: — · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

1025.
105278B
Missing LDAP · Tutorial
Rating: — · first AC: 2024-09-12 · PyPy 3 (first AC) · Tags: —
SeptaCube's solution

1026.
105278D
Wise Splitting · Tutorial
Rating: — · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

1027.
105278F
Pacman or Shot · Tutorial
Rating: — · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

1028.
105278I
d-parkour · Tutorial
Rating: — · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

1029.
105278G
Chocolate Volcano · Tutorial
Rating: — · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

1030.
105278C
s-parkour · Tutorial
Rating: — · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

1031.
105278H
Emblems · Tutorial
Rating: — · first AC: 2024-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —
SeptaCube's solution

1032.
105278L
Strobogrammatic · Tutorial
Rating: — · first AC: 2024-09-12 · PyPy 3 (first AC) · Tags: —
SeptaCube's solution

1033.
102348J
Monocarp and T-Shirts · Tutorial
Rating: — · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

1034.
102348B
Interesting Vertices · Tutorial
Rating: — · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —
SeptaCube's solution

1035.
102348E
Painting The Fence · Tutorial
Rating: — · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —
SeptaCube's solution

1036.
102348H
Berland Prospect · Tutorial
Rating: — · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —
SeptaCube's solution

1037.
102348K
Moonbound · Tutorial
Rating: — · first AC: 2024-09-11 · PyPy 3 (first AC) · Tags: —
SeptaCube's solution

1038.
102348F
The Number of Products · Tutorial
Rating: — · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —
SeptaCube's solution

1039.
102348L
Printer · Tutorial
Rating: — · first AC: 2024-09-11 · PyPy 3 (first AC) · Tags: —
SeptaCube's solution

1040.
102348A
Yellow Cards · Tutorial
Rating: — · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

1041.
101617A
Ducks in a Row · Tutorial
Rating: — · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

1042.
104466K
Kaldorian Knights · Tutorial
Rating: — · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

1043.
103037H
Symphony · Tutorial
Rating: — · first AC: 2024-05-19 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

1044.
103037F
Ice-T · Tutorial
Rating: — · first AC: 2024-05-19 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

1045.
103037D
Melodic Harmonies II · Tutorial
Rating: — · first AC: 2024-05-18 · PyPy 3-64 (first AC) · Tags: —
SeptaCube's solution

1046.
103037C
Melodic Harmonies I · Tutorial
Rating: — · first AC: 2024-05-18 · PyPy 3-64 (first AC) · Tags: —
SeptaCube's solution

1047.
103037G
Scale Goodness · Tutorial
Rating: — · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

1048.
103037E
Algo's Rhythm · Tutorial
Rating: — · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

1049.
101635D
Candy Chain · Tutorial
Rating: — · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

1050.
101635K
Blowing Candles · Tutorial
Rating: — · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

1051.
101635G
Cordon Bleu · Tutorial
Rating: — · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

1052.
101635E
Ingredients · Tutorial
Rating: — · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

1053.
101635C
Macarons · Tutorial
Rating: — · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

1054.
101635B
Table · Tutorial
Rating: — · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

1055.
101635A
Cakey McCakeFace · Tutorial
Rating: — · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: —
SeptaCube's solution

1056.
101635J
Frosting on the Cake · Tutorial
Rating: — · first AC: 2024-04-30 · PyPy 3-64 (first AC) · Tags: —
SeptaCube's solution

1057.
101635F
Shattered Cake · Tutorial
Rating: — · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

1058.
105049G
As I end the Refrain · Tutorial
Rating: — · first AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

1059.
105049F
Word Inventing · Tutorial
Rating: — · first AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

1060.
105049E
Book Rewriting · Tutorial
Rating: — · first AC: 2024-04-18 · PyPy 3-64 (first AC) · Tags: —
SeptaCube's solution

1061.
105049D
By the pricking of my thumbs, Pupil #1 this way comes · Tutorial
Rating: — · first AC: 2024-04-18 · PyPy 3-64 (first AC) · Tags: —
SeptaCube's solution

1062.
105049C
Wordy Painting · Tutorial
Rating: — · first AC: 2024-04-18 · PyPy 3-64 (first AC) · Tags: —
SeptaCube's solution

1063.
100829H
Plankton Food · Tutorial
Rating: — · first AC: 2024-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —
SeptaCube's solution

1064.
100829C
The Fox and the Owl · Tutorial
Rating: — · first AC: 2024-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —
SeptaCube's solution

1065.
100829E
Jumping Yoshi · Tutorial
Rating: — · first AC: 2024-04-16 · C++17 (GCC 7-32) (first AC) · Tags: —
SeptaCube's solution

1066.
100829A
Chasing the Cheetahs · Tutorial
Rating: — · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

1067.
100829F
Lunch Menu · Tutorial
Rating: — · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

1068.
100829B
Falcon Dive · Tutorial
Rating: — · first AC: 2024-04-16 · C++17 (GCC 7-32) (first AC) · Tags: —
SeptaCube's solution

1069.
100829G
The Owl and the Fox · Tutorial
Rating: — · first AC: 2024-04-16 · PyPy 3-64 (first AC) · Tags: —
SeptaCube's solution

1070.
105071G
:wink: · Tutorial
Rating: — · first AC: 2024-04-10 · PyPy 3-64 (first AC) · Tags: —
SeptaCube's solution

1071.
105071I
Oh It's XOR · Tutorial
Rating: — · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: —
SeptaCube's solution

1072.
105071E
Something's Fishy · Tutorial
Rating: — · first AC: 2024-04-10 · PyPy 3-64 (first AC) · Tags: —
SeptaCube's solution

1073.
105071J
Gacha Rolling · Tutorial
Rating: — · first AC: 2024-04-10 · PyPy 3-64 (first AC) · Tags: —
SeptaCube's solution

1074.
105071H
Find the Bug Week 15 · Tutorial
Rating: — · first AC: 2024-04-10 · PyPy 3-64 (first AC) · Tags: —
SeptaCube's solution

1075.
105071K
Vote Here! · Tutorial
Rating: — · first AC: 2024-04-10 · PyPy 3-64 (first AC) · Tags: —
SeptaCube's solution

1076.
105071C
Passcode · Tutorial
Rating: — · first AC: 2024-04-10 · PyPy 3-64 (first AC) · Tags: —
SeptaCube's solution

1077.
105071A
Are you a Robot? · Tutorial
Rating: — · first AC: 2024-04-10 · PyPy 3-64 (first AC) · Tags: —
SeptaCube's solution

1078.
105071B
Working Out · Tutorial
Rating: — · first AC: 2024-04-10 · PyPy 3-64 (first AC) · Tags: —
SeptaCube's solution

1079.
100792H
Hashing · Tutorial
Rating: — · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

1080.
100792K
King's Rout · Tutorial
Rating: — · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: —
SeptaCube's solution

1081.
100792C
Colder-Hotter · Tutorial
Rating: — · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: —
SeptaCube's solution

1082.
100792D
Delay Time · Tutorial
Rating: — · first AC: 2024-04-10 · PyPy 3-64 (first AC) · Tags: —
SeptaCube's solution

1083.
100792I
Illegal or Not? · Tutorial
Rating: — · first AC: 2024-04-09 · PyPy 3-64 (first AC) · Tags: —
SeptaCube's solution

1084.
100792A
Anagrams · Tutorial
Rating: — · first AC: 2024-04-09 · PyPy 3-64 (first AC) · Tags: —
SeptaCube's solution

1085.
101519C
Find the Treasure · Tutorial
Rating: — · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: —
SeptaCube's solution

1086.
101519I
Parking Ships · Tutorial
Rating: — · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: —
SeptaCube's solution

1087.
101519F
Ultimate Finishing Strike · Tutorial
Rating: — · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: —
SeptaCube's solution

1088.
101519J
Treasure Map · Tutorial
Rating: — · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

1089.
101519G
Doubloon Game · Tutorial
Rating: — · first AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: —
SeptaCube's solution

1090.
101519B
Quick out of the Harbour · Tutorial
Rating: — · first AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: —
SeptaCube's solution

1091.
1952D
Are You a Procrastinator? · Tutorial
Quality: 5,359 global accepts · Rating: — · first AC: 2024-04-01 · PyPy 3-64 (first AC) · Tags: *special, implementation
SeptaCube's solution

1092.
1952G
Mathematician Takeover · Tutorial
Quality: 1,224 global accepts · Rating: — · first AC: 2024-04-01 · PyPy 3-64 (first AC) · Tags: *special, binary search, dfs and similar, math
SeptaCube's solution

1093.
1952C
They Have Fooled · Tutorial
Quality: 3,263 global accepts · Rating: — · first AC: 2024-04-01 · PyPy 3-64 (first AC) · Tags: *special, brute force, schedules
SeptaCube's solution

1094.
1952J
Help, what does it mean to be "Based" · Tutorial
Quality: 903 global accepts · Rating: — · first AC: 2024-04-01 · PyPy 3-64 (first AC) · Tags: *special, brute force, constructive algorithms, expression parsing, implementation, sortings
SeptaCube's solution

1095.
1952E
Sweep Line · Tutorial
Quality: 341 global accepts · Rating: — · first AC: 2024-04-01 · PyPy 3-64 (first AC) · Tags: *special, combinatorics, games, math
SeptaCube's solution

1096.
1952F
Grid · Tutorial
Quality: 1,954 global accepts · Rating: — · first AC: 2024-04-01 · PyPy 3-64 (first AC) · Tags: *special, brute force
SeptaCube's solution

1097.
1952B
Is it stated? · Tutorial
Quality: 12,333 global accepts · Rating: — · first AC: 2024-04-01 · PyPy 3-64 (first AC) · Tags: *special, strings
SeptaCube's solution

1098.
1952A
Are You a Robot, Again? · Tutorial
Quality: 14,101 global accepts · Rating: — · first AC: 2024-04-01 · PyPy 3-64 (first AC) · Tags: *special, strings
SeptaCube's solution

1099.
1663A
Who Tested? · Tutorial
Quality: 10,892 global accepts · Rating: — · first AC: 2024-03-31 · PyPy 3-64 (first AC) · Tags: *special, expression parsing, trees
SeptaCube's solution

1100.
1663C
P Ö¦ Verdon Tutorial
Quality: 5,876 global accepts · Rating: — · first AC: 2024-03-31 · PyPy 3-64 (first AC) · Tags: *special, implementation, math
SeptaCube's solution

1101.
1812J
Unmysterious Language · Tutorial
Quality: 6,290 global accepts · Rating: — · first AC: 2024-03-31 · Mysterious Language (first AC) · Tags: *special, constructive algorithms, strings
SeptaCube's solution

1102.
1812D
Trivial Conjecture · Tutorial
Quality: 4,901 global accepts · Rating: — · first AC: 2024-03-30 · PyPy 3-64 (first AC) · Tags: *special, constructive algorithms, math, number theory
SeptaCube's solution

1103.
1812E
Not a Geometry Problem · Tutorial
Quality: 4,304 global accepts · Rating: — · first AC: 2024-03-30 · PyPy 3-64 (first AC) · Tags: *special, constructive algorithms, geometry, math
SeptaCube's solution

1104.
1145D
Pigeon d'Or · Tutorial
Quality: 1,195 global accepts · Rating: — · first AC: 2024-03-30 · PyPy 3-64 (first AC) · Tags: *special, implementation
SeptaCube's solution

1105.
1812B
Was it Rated? · Tutorial
Quality: 6,059 global accepts · Rating: — · first AC: 2024-03-30 · PyPy 3-64 (first AC) · Tags: *special, brute force, implementation
SeptaCube's solution

1106.
1812H
Expected Twist · Tutorial
Quality: 174 global accepts · Rating: — · first AC: 2024-03-30 · PyPy 3-64 (first AC) · Tags: *special, interactive
SeptaCube's solution

1107.
1812F
Factorization · Tutorial
Quality: 1,335 global accepts · Rating: — · first AC: 2024-03-30 · PyPy 3 (first AC) · Tags: *special, number theory
SeptaCube's solution

1108.
1812C
Digits · Tutorial
Quality: 1,371 global accepts · Rating: — · first AC: 2024-03-30 · PyPy 3 (first AC) · Tags: *special
SeptaCube's solution

1109.
1812A
Are You a Robot? · Tutorial
Quality: 14,337 global accepts · Rating: — · first AC: 2024-03-30 · PyPy 3 (first AC) · Tags: *special, expression parsing, strings
SeptaCube's solution

1110.
104782D
Edenland · Tutorial
Rating: — · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

1111.
104782I
KSumT · Tutorial
Rating: — · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —

SeptaCube's solution

1112.
104782E
Fiboxor · Tutorial
Rating: — · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —
SeptaCube's solution

1113.
104782G
Minimize Sum · Tutorial
Rating: — · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —
SeptaCube's solution

1114.
104782A
Maximum Distance · Tutorial
Rating: — · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —
SeptaCube's solution

1115.
104782J
Parallelogram · Tutorial
Rating: — · first AC: 2024-03-26 · PyPy 3-64 (first AC) · Tags: —
SeptaCube's solution

1116.
104782C
Basketball · Tutorial
Rating: — · first AC: 2024-03-26 · PyPy 3-64 (first AC) · Tags: —
SeptaCube's solution

1117.
102785D
We were trying to share an orange ... · Tutorial
Rating: — · first AC: 2024-03-12 · last AC: 2024-03-13 · PyPy 3-64 (first AC) · Tags: —
SeptaCube's solution

1118.
102785C
Dimensions · Tutorial
Rating: — · first AC: 2024-03-13 · PyPy 3-64 (first AC) · Tags: —
SeptaCube's solution

1119.
102785H
A self-describing sequence · Tutorial
Rating: — · first AC: 2024-03-12 · PyPy 3-64 (first AC) · Tags: —
SeptaCube's solution

1120.
102785J
R u really ready? · Tutorial
Rating: — · first AC: 2024-03-12 · PyPy 3-64 (first AC) · Tags: —
SeptaCube's solution

1121.
102785B
Gremlins attack! · Tutorial
Rating: — · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —
SeptaCube's solution

1122.
102785A
A lazy controller · Tutorial
Rating: — · first AC: 2024-03-12 · PyPy 3-64 (first AC) · Tags: —

SeptaCube's solution

1123.
104785F
Fast Forward · Tutorial
Rating: — · first AC: 2024-03-06 · C++17 (GCC 9-64) (first AC) · Tags: —
SeptaCube's solution

1124.
104785A
Assessment Disruption · Tutorial
Rating: — · first AC: 2024-03-06 · C++17 (GCC 9-64) (first AC) · Tags: —
SeptaCube's solution

1125.
104785C
Clearing Space · Tutorial
Rating: — · first AC: 2024-03-06 · C++17 (GCC 9-64) (first AC) · Tags: —
SeptaCube's solution

1126.
104785L
Last One Standing · Tutorial
Rating: — · first AC: 2024-03-05 · PyPy 3-64 (first AC) · Tags: —
SeptaCube's solution

1127.
104785K
Kernel Scheduler · Tutorial
Rating: — · first AC: 2024-03-05 · C++20 (GCC 13-64) (first AC) · Tags: —
SeptaCube's solution

1128.
104785B
Boat Commuter · Tutorial
Rating: — · first AC: 2024-03-05 · PyPy 3-64 (first AC) · Tags: —
SeptaCube's solution

1129.
104785N
Naming Wine Bottles · Tutorial
Rating: — · first AC: 2024-03-05 · PyPy 3-64 (first AC) · Tags: —
SeptaCube's solution

1130.
104785D
Delivery Forces · Tutorial
Rating: — · first AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: —
SeptaCube's solution

1131.
104785M
Mini-Tetris 3023 · Tutorial
Rating: — · first AC: 2024-03-05 · PyPy 3-64 (first AC) · Tags: —
SeptaCube's solution

1132.
104969H
Euclidean Pizza · Tutorial
Rating: — · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: —
SeptaCube's solution

1133.
104969F
Pizza Stack · Tutorial
Rating: — · first AC: 2024-02-26 · PyPy 3-64 (first AC) · Tags: —

SeptaCube's solution

1134.
104969G
Slicing the Pizza · Tutorial
Rating: — · first AC: 2024-02-26 · PyPy 3-64 (first AC) · Tags: —
SeptaCube's solution

1135.
104969E
Pizza Expiry · Tutorial
Rating: — · first AC: 2024-02-26 · PyPy 3-64 (first AC) · Tags: —
SeptaCube's solution

1136.
104969D
Feeding the Kids · Tutorial
Rating: — · first AC: 2024-02-26 · PyPy 3-64 (first AC) · Tags: —
SeptaCube's solution

1137.
104969C
Running out of Pizza Taco · Tutorial
Rating: — · first AC: 2024-02-26 · PyPy 3-64 (first AC) · Tags: —
SeptaCube's solution

1138.
101986B
Parallel Lines · Tutorial
Rating: — · first AC: 2024-02-14 · C++17 (GCC 9-64) (first AC) · Tags: —
SeptaCube's solution

1139.
101986A
Secret of Chocolate Poles · Tutorial
Rating: — · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: —
SeptaCube's solution

1140.
101845L
L-shapes · Tutorial
Rating: — · first AC: 2024-02-08 · PyPy 3-64 (first AC) · Tags: —
SeptaCube's solution

1141.
102346J
Jar of Water Game · Tutorial
Rating: — · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: —
SeptaCube's solution

1142.
102346I
Interplanetary · Tutorial
Rating: — · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: —
SeptaCube's solution

1143.
102346D
Denouncing Mafia · Tutorial
Rating: — · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: —
SeptaCube's solution

1144.
102346G
Getting Confidence · Tutorial
Rating: — · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: —

SeptaCube's solution

1145.
`102346A`
Artwork · Tutorial
Rating: — · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —
SeptaCube's solution

1146.
`102346L`
Less Coin Tosses · Tutorial
Rating: — · first AC: 2024-01-30 · PyPy 3-64 (first AC) · Tags: —
SeptaCube's solution

1147.
`102346H`
Hour for a Run · Tutorial
Rating: — · first AC: 2024-01-30 · PyPy 3-64 (first AC) · Tags: —
SeptaCube's solution

1148.
`102346M`
Maratona Brasileira de Popcorn · Tutorial
Rating: — · first AC: 2024-01-30 · PyPy 3-64 (first AC) · Tags: —
SeptaCube's solution

1149.
`102346B`
Buffoon · Tutorial
Rating: — · first AC: 2024-01-30 · PyPy 3-64 (first AC) · Tags: —
SeptaCube's solution

1150.
`104848E`
Construct The Integer · Tutorial
Rating: — · first AC: 2024-01-24 · PyPy 3-64 (first AC) · Tags: —
SeptaCube's solution

1151.
`104848D`
Christmas Children Circle · Tutorial
Rating: — · first AC: 2024-01-24 · C++17 (GCC 9-64) (first AC) · Tags: —
SeptaCube's solution

1152.
`104848G`
Double Elimination · Tutorial
Rating: — · first AC: 2024-01-23 · PyPy 3-64 (first AC) · Tags: —
SeptaCube's solution

1153.
`104848H`
Roman Palindromes · Tutorial
Rating: — · first AC: 2024-01-23 · C++17 (GCC 9-64) (first AC) · Tags: —
SeptaCube's solution

1154.
`104848F`
Build the Non-Cactus · Tutorial
Rating: — · first AC: 2024-01-23 · C++17 (GCC 7-32) (first AC) · Tags: —
SeptaCube's solution

1155.
`104848N`
Integer Perimeter · Tutorial
Rating: — · first AC: 2024-01-23 · PyPy 3-64 (first AC) · Tags: —

SeptaCube's solution

1156.
104848A
A Non-Palindromic Modification · Tutorial
Rating: — · first AC: 2024-01-23 · PyPy 3-64 (first AC) · Tags: —
SeptaCube's solution

1157.
102007I
In Case of an Invasion, Please... · Tutorial
Rating: — · first AC: 2024-01-17 · C++17 (GCC 9-64) (first AC) · Tags: —
SeptaCube's solution

1158.
102007G
Game Night · Tutorial
Rating: — · first AC: 2024-01-17 · C++17 (GCC 9-64) (first AC) · Tags: —
SeptaCube's solution

1159.
102007B
Birthday Boy · Tutorial
Rating: — · first AC: 2024-01-16 · PyPy 3-64 (first AC) · Tags: —
SeptaCube's solution

1160.
102007C
Cardboard Container · Tutorial
Rating: — · first AC: 2024-01-16 · C++17 (GCC 9-64) (first AC) · Tags: —
SeptaCube's solution

1161.
102007F
Financial Planning · Tutorial
Rating: — · first AC: 2024-01-16 · C++17 (GCC 9-64) (first AC) · Tags: —
SeptaCube's solution

1162.
102007J
Janitor Troubles · Tutorial
Rating: — · first AC: 2024-01-16 · PyPy 3-64 (first AC) · Tags: —
SeptaCube's solution

1163.
102007A
A Prize No One Can Win · Tutorial
Rating: — · first AC: 2024-01-16 · PyPy 3-64 (first AC) · Tags: —
SeptaCube's solution

1164.
102501K
Birdwatching · Tutorial
Rating: — · first AC: 2024-01-10 · C++17 (GCC 9-64) (first AC) · Tags: —
SeptaCube's solution

1165.
102501A
Environment-Friendly Travel · Tutorial
Rating: — · first AC: 2024-01-10 · C++17 (GCC 9-64) (first AC) · Tags: —
SeptaCube's solution

1166.
102501F
Icebergs · Tutorial
Rating: — · first AC: 2024-01-09 · C++17 (GCC 7-32) (first AC) · Tags: —

SeptaCube's solution

1167.
`102501C`
Ants · Tutorial
Rating: — · first AC: 2024-01-09 · PyPy 3-64 (first AC) · Tags: —
SeptaCube's solution

1168.
`102501B`
Biodiversity · Tutorial
Rating: — · first AC: 2024-01-09 · C++17 (GCC 9-64) (first AC) · Tags: —
SeptaCube's solution

1169.
`102501I`
Rats · Tutorial
Rating: — · first AC: 2024-01-09 · PyPy 3-64 (first AC) · Tags: —
SeptaCube's solution

1170.
`101987E`
LED · Tutorial
Rating: — · first AC: 2023-12-08 · C++17 (GCC 9-64) (first AC) · Tags: —
SeptaCube's solution

1171.
`101987K`
TV Show Game · Tutorial
Rating: — · first AC: 2023-12-08 · C++17 (GCC 9-64) (first AC) · Tags: —
SeptaCube's solution

1172.
`101987F`
Parentheses · Tutorial
Rating: — · first AC: 2023-12-08 · PyPy 3-64 (first AC) · Tags: —
SeptaCube's solution

1173.
`101987A`
Circuits · Tutorial
Rating: — · first AC: 2023-12-08 · C++17 (GCC 9-64) (first AC) · Tags: —
SeptaCube's solution

1174.
`101987L`
Working Plan · Tutorial
Rating: — · first AC: 2023-12-08 · PyPy 3-64 (first AC) · Tags: —
SeptaCube's solution

1175.
`101987D`
Go Latin · Tutorial
Rating: — · first AC: 2023-12-07 · PyPy 3-64 (first AC) · Tags: —
SeptaCube's solution

1176.
`101490G`
Manhattan Positioning System · Tutorial
Rating: — · first AC: 2023-11-29 · C++17 (GCC 9-64) (first AC) · Tags: —
SeptaCube's solution

1177.
`101490H`
Multiplying Digits · Tutorial
Rating: — · first AC: 2023-11-29 · C++17 (GCC 9-64) (first AC) · Tags: —

SeptaCube's solution

1178.
101490J
Programming Tutors · Tutorial
Rating: — · first AC: 2023-11-28 · C++17 (GCC 9-64) (first AC) · Tags: —
SeptaCube's solution

1179.
101490E
Charles in Charge · Tutorial
Rating: — · first AC: 2023-11-28 · C++17 (GCC 9-64) (first AC) · Tags: —
SeptaCube's solution

1180.
101490C
Brexit · Tutorial
Rating: — · first AC: 2023-11-28 · C++17 (GCC 9-64) (first AC) · Tags: —
SeptaCube's solution

1181.
101490L
Sticky Situation · Tutorial
Rating: — · first AC: 2023-11-28 · PyPy 3-64 (first AC) · Tags: —
SeptaCube's solution

1182.
101490B
Battle Simulation · Tutorial
Rating: — · first AC: 2023-11-28 · PyPy 3-64 (first AC) · Tags: —
SeptaCube's solution

1183.
101490I
Older Brother · Tutorial
Rating: — · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: —
SeptaCube's solution

1184.
104736H
Health in Hazard · Tutorial
Rating: — · first AC: 2023-11-01 · C++17 (GCC 9-64) (first AC) · Tags: —
SeptaCube's solution

1185.
104736M
Meeting Point · Tutorial
Rating: — · first AC: 2023-11-01 · C++17 (GCC 9-64) (first AC) · Tags: —
SeptaCube's solution

1186.
104736B
Blackboard Game · Tutorial
Rating: — · first AC: 2023-10-31 · PyPy 3-64 (first AC) · Tags: —
SeptaCube's solution

1187.
104736I
Inversions · Tutorial
Rating: — · first AC: 2023-10-31 · PyPy 3-64 (first AC) · Tags: —
SeptaCube's solution

1188.
104736F
Forward and Backward · Tutorial
Rating: — · first AC: 2023-10-31 · C++17 (GCC 9-64) (first AC) · Tags: —

SeptaCube's solution

1189.
104736D
Deciphering WordWhiz · Tutorial
Rating: — · first AC: 2023-10-31 · C++17 (GCC 9-64) (first AC) · Tags: —
SeptaCube's solution

1190.
103388B
Beautiful Words · Tutorial
Rating: — · first AC: 2023-10-18 · C++17 (GCC 9-64) (first AC) · Tags: —
SeptaCube's solution

1191.
103388C
Creating Multiples · Tutorial
Rating: — · first AC: 2023-10-18 · C++17 (GCC 9-64) (first AC) · Tags: —
SeptaCube's solution

1192.
103388M
Monarchy in Vertigo · Tutorial
Rating: — · first AC: 2023-10-18 · C++17 (GCC 9-64) (first AC) · Tags: —
SeptaCube's solution

1193.
103388G
Getting in Shape · Tutorial
Rating: — · first AC: 2023-10-17 · C++17 (GCC 9-64) (first AC) · Tags: —
SeptaCube's solution

1194.
103388E
Escalator · Tutorial
Rating: — · first AC: 2023-10-17 · PyPy 3-64 (first AC) · Tags: —
SeptaCube's solution

1195.
103388N
No Luck · Tutorial
Rating: — · first AC: 2023-10-17 · C++17 (GCC 9-64) (first AC) · Tags: —
SeptaCube's solution

1196.
103388H
Handling the Blocks · Tutorial
Rating: — · first AC: 2023-10-17 · C++17 (GCC 9-64) (first AC) · Tags: —
SeptaCube's solution

1197.
103388K
Kathmandu · Tutorial
Rating: — · first AC: 2023-10-17 · PyPy 3-64 (first AC) · Tags: —
SeptaCube's solution

1198.
104596K
Where Have You Bin? · Tutorial
Rating: — · first AC: 2023-09-27 · C++17 (GCC 9-64) (first AC) · Tags: —
SeptaCube's solution

1199.
104596H
Remainder Reminder · Tutorial
Rating: — · first AC: 2023-09-27 · PyPy 3-64 (first AC) · Tags: —

SeptaCube's solution

1200.
104596F
Musical Chairs · Tutorial
Rating: — · first AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —
SeptaCube's solution

1201.
104596G
Out of Sorts · Tutorial
Rating: — · first AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —
SeptaCube's solution

1202.
104596A
Retribution! · Tutorial
Rating: — · first AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —
SeptaCube's solution

1203.
104596E
Just Passing Through · Tutorial
Rating: — · first AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —
SeptaCube's solution

1204.
104587F
Over the Hill, Part 2 · Tutorial
Rating: — · first AC: 2023-09-22 · C++17 (GCC 9-64) (first AC) · Tags: —
SeptaCube's solution

1205.
104587B
Kinky Word Searches · Tutorial
Rating: — · first AC: 2023-09-22 · C++17 (GCC 9-64) (first AC) · Tags: —
SeptaCube's solution

1206.
104587J
Simply Sudoku · Tutorial
Rating: — · first AC: 2023-09-22 · C++17 (GCC 9-64) (first AC) · Tags: —
SeptaCube's solution

1207.
104587G
A Rank Problem · Tutorial
Rating: — · first AC: 2023-09-21 · PyPy 3-64 (first AC) · Tags: —
SeptaCube's solution

1208.
104587E
Over the Hill, Part 1 · Tutorial
Rating: — · first AC: 2023-09-21 · Python 3 (first AC) · Tags: —
SeptaCube's solution

1209.
104587C
Math Trade · Tutorial
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